

# Stiltzkin, Moogle Merchant



Legendary Creature — Moogle

Lifelink

2, ♣: Target opponent gains control of another target permanent you control. If they do, you draw a card.

"How about a three-piece combo of Hi-Potion, Ether, and Phoenix Pinion for 444 Gil?"

1/2

R 0034 FFXI  
FIN • EN HENDRY IWANAGA

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# Summon: Shiva

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)

I  
II  
Heavenly Strike — Tap target creature an opponent controls. Put a stun counter on it. (If a permanent with a stun counter would become untapped, remove one from it instead.)

III  
Diamond Dust — Draw a card for each tapped creature your opponents control.

Enchantment Creature — Saga Elemental

"Let us summon a sea in a new dream world."

4/5

U 0078 FFX  
FIN • EN TAJAREKA SETIAWAN

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# Tonberry



Creature — Salamander Horror

This creature enters tapped with a stun counter on it. (If it would become untapped, remove a stun counter from it instead.)

Chef's Knife — During your turn, this creature has first strike and deathtouch.

Fearful monsters that creep ever forward, knives poised with deadly intent.

2/1

U 0122 FFV  
FIN • EN LEONARDO SANTANNA

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# Zell Dincht



Legendary Creature — Human Monk

You may play an additional land on each of your turns.

Zell Dincht gets +1/+0 for each land you control.

At the beginning of your end step, return a land you control to its owner's hand.

"My weapons are these fists of mine!"

0/3

R 0170 FFXVIII  
FIN • EN KEVIN SIDHARTA

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# Jumbo Cactuar



Creature — Plant

10,000 Needles — Whenever this creature attacks, it gets +9999/+0 until end of turn.

Some Cactuars live long lives and grow huge. This Jumbo Cactuar is one of them.

1/7

R 0191 FFXVIII  
FIN • EN JASON KIANTORO

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# Sazh's Chocobo



Creature — Bird

Landfall — Whenever a land you control enters, put a +1/+1 counter on this creature.

The chick has no name, as voicing the true identity of the animal might trigger ripples of destiny across Cocoon and cause a hurricane in Eden. Either that, or Sazh just hasn't thought of one yet.

0/1

U 0200 FFXIII  
FIN • EN DOMENICO CAVA

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# Gladiolus Amicitia



Legendary Creature — Human Warrior

When Gladiolus Amicitia enters, search your library for a land card, put it onto the battlefield tapped, then shuffle.

Landfall — Whenever a land you control enters, another target creature you control gets +2/+2 and gains trample until end of turn.

"Guard the king with our lives—that's the way it's always been."

6/6

U 0224 FFXIV  
FIN • EN GAL OR

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# Sin, Spira's Punishment



Legendary Creature — Leviathan Avatar

Flying

Whenever Sin enters or attacks, exile a permanent card from your graveyard at random, then create a tapped token that's a copy of that card. If the exiled card is a land card, repeat this process.

7/7

R 0242 FFX  
FIN • EN JOHN TEDRICK

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# Stiltzkin, Moogle Merchant



Legendary Creature — Moogle

Lifelink

2, ♣: Target opponent gains control of another target permanent you control. If they do, you draw a card.

1/2

R 0327 FFXI  
FIN • EN 夢子 / YUMERO

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**Jumbo Cactuar** 5



**Creature — Plant**

*10,000 Needles* — Whenever this creature attacks, it gets +9999/+0 until end of turn.

1/7

R 0343 FFVIII  
FIN • EN 夢子/YUMERO

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**Sin, Spira's Punishment** 4



**Legendary Creature — Leviathan Avatar**

Flying

Whenever Sin enters or attacks, exile a permanent card from your graveyard at random, then create a tapped token that's a copy of that card. If the exiled card is a land card, repeat this process.

7/7

R 0348 FFX  
FIN • EN 中島綾美/AYAMI NAKASHIMA

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**Summon: Shiva** 3



**I**  
*Heavenly Strike* — Tap target creature an opponent controls. Put a stun counter on it.

**II**

**III**  
*Diamond Dust* — Draw a card for each tapped creature your opponents control.

**Enchantment Creature — Saga Elemental**

"Let us summon a sea in a new dream world."

4/5

U 0362 FFX  
FIN • EN 香野 麗久/TAKU HARUNO

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**Sin, Spira's Punishment** 4



**Legendary Creature — Leviathan Avatar**

Flying

Whenever Sin enters or attacks, exile a permanent card from your graveyard at random, then create a tapped token that's a copy of that card. If the exiled card is a land card, repeat this process.

7/7

R 0508 FFX  
FIN • EN JOHN TREDRICK

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**Cloud, Planet's Champion** 3



**Legendary Creature — Human Soldier Mercenary**

During your turn, as long as Cloud is equipped, it has double strike and indestructible. (*This creature deals both first-strike and regular combat damage. Damage and effects that say "destroy" don't destroy this creature.*)

Equip abilities you activate that target Cloud cost 2 less to activate.

"It's not over yet . . . this isn't the end!"

4/4

M 0552 FFVII  
FIN • EN MAGALI VILLENEUVE

FFG SQUARE ENIX  
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**Sephiroth, Planet's Heir** 4



**Legendary Creature — Human Avatar Soldier**

Vigilance (*Attacking doesn't cause this creature to tap.*)

When Sephiroth enters, creatures your opponents control get -2/-2 until end of turn.

Whenever a creature an opponent controls dies, put a +1/+1 counter on Sephiroth.

"This is the end . . . for all of you."

4/4

M 0553 FFVII  
FIN • EN MAGALI VILLENEUVE

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**Celes, Rune Knight** 1



**Legendary Creature — Human Wizard Knight**

When Celes enters, discard any number of cards, then draw that many cards plus one.

Whenever one or more other creatures you control enter, if one or more of them entered from a graveyard or was cast from a graveyard, put a +1/+1 counter on each creature you control.

4/4

M 0001 FFVI  
FIN • EN NESTOR OSSANDÓN LEAL

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**Cloud, Ex-SOLDIER** 2



**Legendary Creature — Human Soldier Mercenary**

Haste

When Cloud enters, attach up to one target Equipment you control to it.

Whenever Cloud attacks, draw a card for each equipped attacking creature you control. Then if Cloud has power 7 or greater, create two Treasure tokens.

4/4

M 0002 FFVII  
FIN • EN JUSTYNA DURA

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**G'raha Tia, Scion Reborn**



**Legendary Creature — Cat Wizard**

Lifelink

*Throw Wide the Gates* — Whenever you cast a noncreature spell, you may pay X life, where X is that spell's mana value. If you do, create a 1/1 colorless Hero creature token and put X +1/+1 counters on it. Do this only once each turn.

2/3

M 0003 FFXIV  
FIN • EN 平坂康也/YASUNARI HIRASAKA

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# Terra, Herald of Hope

2



Legendary Creature — Human Wizard Warrior

**Trance** — At the beginning of combat on your turn, mill two cards. Terra gains flying until end of turn.

Whenever Terra deals combat damage to a player, you may pay 2. When you do, return target creature card with power 3 or less from your graveyard to the battlefield tapped.

3/3

M 0004 FFVII  
FIC • EN MARTA NAEL

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# Tidus, Yuna's Guardian

2



Legendary Creature — Human Warrior

At the beginning of combat on your turn, you may move a counter from target creature you control onto a second target creature you control.

**Cheer** — Whenever one or more creatures you control with counters on them deal combat damage to a player, you may draw a card and proliferate. Do this only once each turn.

3/3

M 0005 FFX  
FIC • EN ニジハヤシ/NIJIHAYASHI

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# Tifa, Martial Artist

1



Legendary Creature — Human Monk

**Melee** (Whenever this creature attacks, it gets +1/+1 until end of turn for each opponent you attacked this combat.)

Whenever one or more creatures you control with power 7 or greater deal combat damage to a player, untap all creatures you control. If it's the first combat phase of your turn, there is an additional combat phase after this phase.

4/4

M 0006 FFVII  
FIC • EN YUMI YOSHIDA

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# Y'shtola, Night's Blessed

1



Legendary Creature — Cat Warlock

**Vigilance**

At the beginning of each end step, if a player lost 4 or more life this turn, you draw a card.

Whenever you cast a noncreature spell with mana value 3 or greater, Y'shtola deals 2 damage to each opponent and you gain 2 life.

2/4

M 0007 FFXIV  
FIC • EN MAGALI VILLENEUVE

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# Yuna, Grand Summoner

1



Legendary Creature — Human Cleric

**Grand Summon** — : Add one mana of any color. When you next cast a creature spell this turn, that creature enters with two additional +1/+1 counters on it.

Whenever another permanent you control is put into a graveyard from the battlefield, if it had one or more counters on it, you may put that number of +1/+1 counters on target creature.

1/5

M 0008 FFX  
FIC • EN KEVIN GLINT

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# Alisaie Leveilleur

2



Legendary Creature — Elf Wizard

Partner with Alphinaud Leveilleur (When this creature enters, target player may put Alphinaud Leveilleur into their hand from their library, then shuffle.)

**First strike**

**Dualcast** — The second spell you cast each turn costs 2 less to cast.

3/2

R 0009 FFXIV  
FIC • EN JUSTINA DURA

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# Auron, Venerated Guardian

3



Legendary Creature — Human Spirit Samurai

**Vigilance**

**Shooting Star** — Whenever Auron attacks, put a +1/+1 counter on it. When you do, exile target creature defending player controls with power less than Auron's power until Auron leaves the battlefield.

2/5

R 0010 FFX  
FIC • EN COLIN BOYER

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# Champions from Beyond

X



Enchantment

When this enchantment enters, create X 1/1 colorless Hero creature tokens.

**Light Party** — Whenever you attack with four or more creatures, scry 2, then draw a card.

**Full Party** — Whenever you attack with eight or more creatures, those creatures get +4/+4 until end of turn.

R 0011 FFXIV  
FIC • EN DARIUS ZABLOCKIS

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# Chocobo Knights

3



Creature — Human Knight

Whenever you attack, creatures you control with counters on them gain double strike until end of turn.

Only a select few can become Chocobo Knights. You have to be a skilled rider or achieve some combat merit to become one.

3/3

R 0012 FFX  
FIC • EN NESTOR OSSANDÓN LEAL

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# Cid, Freefler Pilot

1\*



Legendary Creature — Human Warrior Pilot

Equipment and Vehicle spells you cast cost 1 less to cast.

*Jump* — During your turn, Cid has flying.

2, ♣: Return target Equipment or Vehicle card from your graveyard to your hand.

*"I'm Cid—that's who the hell I am! Now just let me handle it!"*

2/2

R 0013 FFVII  
FIC • EN BILLY CHRISTIAN

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# Cloud's Limit Break

1\*



Instant

Tiered (*Choose one additional cost.*)

- *Cross-Slash* — 0 — Destroy target tapped creature.
- *Blade Beam* — 1 — Destroy any number of target tapped creatures with different controllers.
- *Omnislash* — 3\* — Destroy all tapped creatures.

R 0014 FFVII  
FIC • EN BILLY CHRISTIAN

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# Coin of Fate

1\*



Artifact

When this artifact enters, surveil 1.

3\*, ♣, Exile two creature cards from your graveyard, Sacrifice this artifact: An opponent chooses one of the exiled cards. You put that card on the bottom of your library and return the other to the battlefield tapped. You become the monarch.

R 0015 FFVI  
FIC • EN 木志田コテツ/KOTETSU KINOSHITA

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# Cyan, Vengeful Samurai

6\*



Legendary Creature — Human Samurai

This spell costs 1 less to cast for each creature card in your graveyard.

Double strike

Whenever one or more creature cards leave your graveyard, put a +1/+1 counter on Cyan.

*"There will be no mercy for thee!"*

3/3

R 0016 FFVI  
FIC • EN CHRISTIAN ANGEL

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# Dancer's Chakrams

3\*



Artifact — Equipment

Job select (*When this Equipment enters, create a 1/1 colorless Hero creature token, then attach this to it.*)

Equipped creature gets +2/+2, has lifelink and "Other commanders you control get +2/+2 and have lifelink," and is a Performer in addition to its other types.

Krishna — Equip 3

R 0017 FFIXIV  
FIC • EN DOMCO.

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# Elena, Turk Recruit

2\*



Legendary Creature — Human Assassin

When Elena enters, return target non-Assassin historic card from your graveyard to your hand. (*Artifacts, legends, and Sagas are historic.*)

Whenever you cast a historic spell, put a +1/+1 counter on Elena.

*"Looks like talking alone won't cut it. You're going to have to feel some pain!"*

1/4

R 0018 FFVII  
FIC • EN MAGALI VILLENEUVE

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# Gatta and Luzzu

2\*



Legendary Creature — Human Soldier

Flash

When Gatta and Luzzu enters, choose target creature you control. If damage would be dealt to that creature this turn, prevent that damage and put that many +1/+1 counters on it.

1/1

R 0019 FFX  
FIC • EN 竹内基/TAKEUCHI MOTO

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# General Leo Cristophe

4\*



Legendary Creature — Human Soldier

When General Leo Cristophe enters, return up to one target creature card with mana value 3 or less from your graveyard to the battlefield. Then put a +1/+1 counter on General Leo Cristophe for each creature you control.

*"You're a human being before you're a soldier."*

2/2

R 0020 FFVII  
FIC • EN LEE WOO-CHUL

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# Heidegger, Shinra Executive

3\*



Legendary Creature — Human Soldier

At the beginning of combat on your turn, target creature you control gets +X/+0 until end of turn, where X is the number of Soldiers you control.

At the beginning of your end step, create a number of 1/1 white Soldier creature tokens equal to the number of opponents who control more creatures than you.

3/3

R 0021 FFVII  
FIC • EN DANCIAO

FFO SQUARE ENIX  
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# Helitrooper

1\*



Creature — Human Soldier

Flying

Whenever this creature attacks, another target attacking creature gains flying until end of turn.

Equip abilities you activate that target this creature cost 2 less to activate.

1/2

R 0022 FFVII  
FIC • EN 板橋/HAKEI

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# Lord Jyscal Guado

1\*



Legendary Creature — Spirit Cleric

Flying

At the beginning of each end step, if you put a counter on a creature this turn, investigate. (Create a Clue token. It's an artifact with "2, Sacrifice this token: Draw a card.")

"Listen to me very carefully, for I shall tell you the truth about my son, Seymour."

2/1

R 0023 FFX  
FIC • EN 竹内基/TAKEUCHI MOTO

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# Protection Magic

1\*



Instant

Put a shield counter on each of up to three target creatures. (If a creature with a shield counter would be dealt damage or destroyed, remove a shield counter from it instead.)

"Armor of light, halt physical might!"

R 0024 FFX  
FIC • EN 増田幹生/MIKIO MASUDA

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# SOLDIER Military Program

2\*



Enchantment

At the beginning of combat on your turn, choose one. If you control a commander, you may choose both instead.

- Create a 1/1 white Soldier creature token.
- Put a +1/+1 counter on each of up to two Soldiers you control.

1/1

R 0025 FFVII  
FIC • EN 杉浦善夫/YOSHIO SUGIURA

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# Summon: Good King Mog XII

4\*

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)

I Create two 1/2 white Moogles creature tokens with lifelink.

II Whenever you cast a noncreature spell this turn, create a token that's a copy of a non-Saga token you control.

III Put two +1/+1 counters on each other Moogles you control.

IV Enchantment Creature — Saga Moogles

Flying, lifelink

4/4

R 0026 FFXIV  
FIC • EN ANDREA RADECK

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# Summon: Ixion

2\*

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)

I Aerospark — Exile target creature an opponent controls until this Saga leaves the battlefield.

II Put a +1/+1 counter on each of up to two target creatures you control. You gain 2 life.

III Enchantment Creature — Saga Unicorn

First strike

3/3

R 0027 FFX  
FIC • EN BEN WOOTEN

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# Summon: Yojimbo

3\*

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)

I Exile target artifact, enchantment, or tapped creature an opponent controls.

II Until your next turn, creatures can't attack you unless their controller pays 2 for each of those creatures.

III Create X Treasure tokens, where X is the number of opponents who control a creature with power 4 or greater.

IV Enchantment Creature — Saga Samurai

Vigilance

5/5

R 0028 FFX  
FIC • EN BENJAMIN EE

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# Summoner's Sending

1\*



Enchantment

At the beginning of your end step, you may exile target creature card from a graveyard. If you do, create a 1/1 white Spirit creature token with flying. Put a +1/+1 counter on it if the exiled card's mana value is 4 or greater.

The sending takes them to the Farplane, where they may rest in peace.

1/1

R 0029 FFX  
FIC • EN YUMI YOSHIDA

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# Tataru Taru

1\*



Legendary Creature — Dwarf Advisor

When Tataru Taru enters, you draw a card and target opponent may draw a card.

Scions' Secretary — Whenever an opponent draws a card, if it isn't that player's turn, create a tapped Treasure token. This ability triggers only once each turn.

0/3

R 0030 FFXIV  
FIC • EN LIVIA PRIMA

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# Thancred Waters

4



## Legendary Creature — Human Warrior

Flash  
**Royal Guard** — When Thancred Waters enters, another target legendary permanent you control gains indestructible for as long as you control Thancred Waters.  
 Whenever you cast a noncreature spell, Thancred Waters gains indestructible until end of turn.

3/5

R 0031 FFXIV  
 FIC • EN WISNU TAN

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# Ultimate Magic: Holy

2



## Instant

Permanents you control gain indestructible until end of turn. If this spell was cast from exile, prevent all damage that would be dealt to you this turn.  
**Foretell 2** — (During your turn, you may pay 2 and exile this card from your hand face down. Cast it on a later turn for its foretell cost.)

R 0032 FFXIV  
 FIC • EN ASHLEY MACKENZIE

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# Alphinaud Leveilleur

3



## Legendary Creature — Elf Wizard

Partner with Alisaie Leveilleur (When this creature enters, target player may put Alisaie Leveilleur into their hand from their library, then shuffle.)  
 Vigilance  
**Eukrasia** — Whenever you cast your second spell each turn, draw a card.

2/4

R 0033 FFXIV  
 FIC • EN JUSTINA DURA

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# Blitzball Stadium

X



## Artifact

When this artifact enters, support X. (Put a +1/+1 counter on each of up to X target creatures.)  
**Go for the Goal!** — 3, ♣: Until end of turn, target creature gains “Whenever this creature deals combat damage to a player, draw a card for each kind of counter on it and it can’t be blocked this turn.”

R 0034 FFX  
 FIC • EN PIOTR DURA

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# Blue Mage's Cane

2



## Artifact — Equipment

Job select  
 Equipped creature gets +0/+2, is a Wizard in addition to its other types, and has “Whenever this creature attacks, exile up to one target instant or sorcery card from defending player’s graveyard. If you do, copy it. You may cast the copy by paying 3 rather than paying its mana cost.”  
**Spirit of the Whalakee** — Equip 2

R 0035 FFXIV  
 FIC • EN EOLÉ MOSAKAITÉ

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# Hermes, Overseer of Elpis

3



## Legendary Creature — Elder Wizard

Whenever you cast a noncreature spell, create a 1/1 blue Bird creature token with flying and vigilance.  
 Whenever you attack with one or more Birds, scry 2.  
 “For us, there may be no higher purpose than to live for our world, but what of the other living beings out there?”

2/4

R 0036 FFXIV  
 FIC • EN DARIUS ZABLOCKIS

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# Hraesvelgr of the First Brood

4



## Legendary Creature — Elder Dragon

Flying, vigilance, ward 2  
**Shiva's Aid** — When Hraesvelgr enters and whenever you cast a noncreature spell, target creature gets +1/+0 until end of turn and can't be blocked this turn.  
 “Never shall our grief be assuaged nor our loss forgotten.”

5/5

R 0037 FFXIV  
 FIC • EN NESTOR OSSANDÓN LEAL

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# Lulu, Stern Guardian

2



## Legendary Creature — Human Wizard

Whenever an opponent attacks you, choose target creature attacking you. Put a stun counter on that creature.  
**3** ♠: Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)  
 “If you want everything, you'll end up with nothing.”

2/3

R 0038 FFX  
 FIC • EN AROU

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# O'aka, Traveling Merchant

1



## Legendary Creature — Human Citizen

♣, Remove a counter from a nonland permanent you control: Draw a card.  
 “Say, lad, you wouldn't have a bit o' gil to lend?”

1/2

R 0039 FFX  
 FIC • EN YANG.XINYU

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## Observed Stasis

3



### Enchantment — Aura

**Flash**  
Enchant creature an opponent controls  
When this Aura enters, remove enchanted creature from combat. Then draw a card for each tapped creature its controller controls.  
Enchanted creature loses all abilities and can't attack or block.

R 0040 FFXIV  
FIC • EN TONI INFANTE

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## Rikku, Resourceful Guardian

2



### Legendary Creature — Human Artificer

Whenever you put one or more counters on a creature, until end of turn, that creature can't be blocked by creatures your opponents control.  
**Steal** — 1, ♣: Move a counter from target creature an opponent controls onto target creature you control. Activate only as a sorcery.

"Hey, I've got just the thing!"

2/3

R 0041 FFX  
FIC • EN イトウヨウイチ/YOICHI ITO

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## Summon: Valefor

4

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)

**I**  
Sonic Wings — Each opponent chooses a creature with the greatest mana value among creatures they control. Return those creatures to their owners' hands.

**II**  
**III**  
**IV**  
Tap up to one target creature and put a stun counter on it.



### Enchantment Creature — Saga Drake

Flying

5/4

R 0042 FFX  
FIC • EN SENNSU

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## Espers to Magicite

3



### Instant

Exile each opponent's graveyard. When you do, choose up to one target creature card exiled this way. Create a token that's a copy of that card, except it's an artifact and it loses all other card types.

"Come to me, my magicite pretty . . . come, and help me build the Magitek Empire of Kefka!"

R 0043 FFVI  
FIC • EN AKAGI

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## Eye of Nidhogg

2



### Legendary Enchantment — Aura

Enchant creature  
Enchanted creature is a black Dragon with base power and toughness 4/2, has flying and deathtouch, and is goaded. (It attacks each combat if able and attacks a player other than you if able.)

When Eye of Nidhogg is put into a graveyard from the battlefield, return it to its owner's hand.

R 0044 FFXIV  
FIC • EN ERION MARUO

FFO SQUARE ENIX  
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## The Falcon, Airship Restored

2



### Legendary Artifact — Vehicle

Flying  
Whenever The Falcon deals combat damage to a player, you may sacrifice it. When you do, return target creature card from your graveyard to the battlefield.

4 ♣: Return this card from your graveyard to the battlefield tapped.

Crew 2

4/3

R 0045 FFVI  
FIC • EN KOTAKAN

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## Fandaniel, Telophoroi Ascian

4



### Legendary Creature — Elder Wizard

Whenever you cast an instant or sorcery spell, surveil 1.

At the beginning of your end step, each opponent may sacrifice a nontoken creature of their choice. Each opponent who doesn't loses 2 life for each instant and sorcery card in your graveyard.

4/5

R 0046 FFXIV  
FIC • EN PAULUS DĄSĆIORIAS

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## Interceptor, Shadow's Hound

2



### Legendary Creature — Dog

Menace

Assassins you control have menace.

Whenever you attack with one or more legendary creatures, you may pay 2 ♣. If you do, return this card from your graveyard to the battlefield tapped and attacking.

4/3

R 0047 FFVI  
FIC • EN 山岸/SANSYU

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## Reaper's Scythe

2



### Artifact — Equipment

Job select

At the beginning of your end step, put a soul counter on this Equipment for each player who lost life this turn.

Equipped creature gets +1/+1 for each soul counter on this Equipment and is an Assassin in addition to its other types.

Death Sickle — Equip 2

R 0048 FFXIV  
FIC • EN COLIN BOYER

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# Rejoin the Fight

5



## Sorcery



Mill three cards. Then starting with the next opponent in turn order, each opponent chooses a creature card in your graveyard that hasn't been chosen. Return each card chosen this way to the battlefield under your control.

*"I have to fight . . . to protect the people I love, and to make the world a safe place for new lives!"*

R 0049 FFVI  
FIC • EN 坂本龍也/YASUNARI HIRASAKA  
FFO SQUARE ENIX  
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# Shadow, Mysterious Assassin

2



## Legendary Creature — Human Assassin



### Deathtouch

**Throw** — Whenever Shadow deals combat damage to a player, you may sacrifice another nonland permanent. If you do, draw two cards and each opponent loses life equal to the mana value of the sacrificed permanent.

3/3

R 0050 FFVI  
FIC • EN 王智/WISNU TAN  
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# Siegfried, Famed Swordsman

3



## Legendary Creature — Human Warrior Rogue



### Menace

When Siegfried enters, mill three cards. Then put X +1/+1 counters on Siegfried, where X is twice the number of creature cards in your graveyard.

*Recent rumors speak of an impostor that shows up and masquerades as Siegfried himself.*

2/2

R 0051 FFVI  
FIC • EN 結城 晶/CRYSTAL FAE  
FFO SQUARE ENIX  
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# Transpose

2



## Instant



Draw a card, then discard a card. You lose 1 life. If this spell was cast from your hand, create a 0/1 black Wizard creature token with "Whenever you cast a noncreature spell, this token deals 1 damage to each opponent."

**Rebound** (If you cast this spell from your hand, exile it as it resolves. At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.)

R 0052 FFVII  
FIC • EN 小関 大也/TONI INFANTE  
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# Avalanche of Sector 7

2



## Legendary Creature — Human Rebel



### Menace

Avalanche of Sector 7's power is equal to the number of artifacts your opponents control.

Whenever an opponent activates an ability of an artifact they control, Avalanche of Sector 7 deals 1 damage to that player.

★/3

R 0053 FFVII  
FIC • EN 阿部 大也/ARIE WIIAYA  
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# Cait Sith, Fortune Teller

3



## Legendary Artifact Creature — Cat Mooglee



**Lucky Slots** — At the beginning of combat on your turn, scry 1, then exile the top card of your library. You may play that card this turn. When you exile a card this way, target creature you control gets +X/+0 until end of turn, where X is that card's mana value.

*"I'm friend to one and all, thanks to my crystal ball!"*

3/3

R 0054 FFVII  
FIC • EN 小関 大也/TONI INFANTE  
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# Gau, Feral Youth

1



## Legendary Creature — Human Berserker



**Rage** — Whenever Gau attacks, put a +1/+1 counter on it.

At the beginning of each end step, if a card left your graveyard this turn, Gau deals damage equal to its power to each opponent.

*"Uwao! Aooh! I'm Gau! Your friend! Frieend!!!"*

2/2

R 0055 FFVI  
FIC • EN 小関 大也/TONI INFANTE  
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# Gogo, Mysterious Mime

3



## Legendary Creature — Wizard



At the beginning of combat on your turn, you may have Gogo become a copy of another target creature you control until end of turn, except its name is Gogo, Mysterious Mime. If you do, Gogo and that creature each get +2/+0 and gain haste until end of turn and attack this turn if able.

2/2

R 0056 FFVI  
FIC • EN 小関 大也/TONI INFANTE  
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# Sabin, Master Monk

4



## Legendary Creature — Human Noble Monk



### Double strike

**Blitz**— 2, Discard a card. (If you cast this spell for its blitz cost, it gains haste and "When this creature dies, draw a card." Sacrifice it at the beginning of the next end step.)

You may cast this card from your graveyard using its blitz ability.

4/3

R 0057 FFVI  
FIC • EN 小関 大也/TONI INFANTE  
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**Snort** 3



**Sorcery**

Each player may discard their hand and draw five cards. Then Snort deals 5 damage to each opponent who discarded their hand this way.

Flashback 5 (You may cast this card from your graveyard for its flashback cost. Then exile it.)

R 0058 FFVI  
FIC • EN いけだCPT/IKEDA\_CPT  
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**Strago and Relm** 2



**Legendary Creature — Human Wizard**

*Sketch and Lore* — 2, c: Target opponent exiles cards from the top of their library until they exile an instant, sorcery, or creature card. You may cast that card without paying its mana cost. If you cast a creature spell this way, it gains haste and “At the beginning of the end step, sacrifice this creature.” Activate only as a sorcery.

1/3

R 0059 FFVI  
FIC • EN DARIUS ZABLOCKIS  
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**Summon: Esper Valigarmanda** 3

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)

I Exile an instant or sorcery card from each graveyard.

II Add 2 for each lore counter on this Saga. You may cast an instant or sorcery card exiled with this Saga, and mana of any type can be spent to cast that spell.

III

IV



**Enchantment Creature — Saga Drake**

Flying, haste

3/3

R 0060 FFVI  
FIC • EN TIONA HSIEH  
FFO SQUARE ENIX  
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**Summon: Kujata** 5

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)

I *Lightning* — This creature deals 3 damage to each of up to two target creatures.

II *Ice* — Up to three target creatures can't block this turn.

III *Fire* — Discard a card, then draw two cards. When you discard a card this way, this creature deals damage equal to that card's mana value to each opponent.



**Enchantment Creature — Saga Ox**

Trample, haste

7/5

R 0061 FFVII  
FIC • EN ALEXANDRE HONORÉ  
FFO SQUARE ENIX  
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**Ultimate Magic: Meteor** 5



**Sorcery**

Ultimate Magic: Meteor deals 7 damage to each creature. If this spell was cast from exile, for each opponent, choose an artifact or land that player controls. Destroy the chosen permanents.

Foretell 5 (During your turn, you may pay 2 and exile this card from your hand face down. Cast it on a later turn for its foretell cost.)

R 0062 FFVII  
FIC • EN ASHLEY MACKENZIE  
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**Umaro, Raging Yeti** 5



**Legendary Creature — Yeti Berserker**

Trample

At the beginning of combat on your turn, choose one at random —

- Other creatures you control get +3/+0 and gain trample until end of turn.
- Discard your hand, then draw four cards.
- Umaro deals 5 damage to any target.

6/6

R 0063 FFVI  
FIC • EN 三好義克/NORIKATSU MIYOSHI  
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**Vincent, Vengeful Atoner** 2



**Legendary Creature — Assassin**

Menace

Whenever one or more creatures you control deal combat damage to a player, put a +1/+1 counter on Vincent.

Chaos — Whenever Vincent deals combat damage to an opponent, it deals that much damage to each other opponent if Vincent's power is 7 or greater.

3/3

R 0064 FFVII  
FIC • EN LIUS LASAHIDO  
FFO SQUARE ENIX  
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**Yuffie, Materia Hunter** 2



**Legendary Creature — Human Ninja**

Ninjutsu 1 (1, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)

When Yuffie enters, gain control of target noncreature artifact for as long as you control Yuffie. Then you may attach an Equipment you control to Yuffie.

3/3

R 0065 FFVII  
FIC • EN TOUGE369  
FFO SQUARE ENIX  
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**Bugenhagen, Wise Elder** 1



**Legendary Creature — Human Shaman**

Reach

At the beginning of your upkeep, if you control a creature with power 7 or greater, draw a card.

c: Add one mana of any color.

“I’ve been thinking if there was anything we could do to help a planet already in misery . . .”

1/3

R 0066 FFVII  
FIC • EN RACRUTI  
FFO SQUARE ENIX  
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# Lifestream's Blessing

4



## Instant

Draw X cards, where X is the greatest power among creatures you controlled as you cast this spell. If this spell was cast from exile, you gain twice X life.

Foretell 4 (During your turn, you may pay 2 and exile this card from your hand face down. Cast it on a later turn for its foretell cost.)

R 0067 FFVII  
FIC • EN 三好 義克/NORIKATSU MIYOSHI

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# Maester Seymour

2



## Legendary Creature — Human Elf Cleric

At the beginning of combat on your turn, put a number of +1/+1 counters equal to Maester Seymour's power on another target creature you control.

3 (Monstrosity X, where X is the number of counters among creatures you control. (If this creature isn't monstrous, put X +1/+1 counters on it and it becomes monstrous.)

1/3

R 0068 FFX  
FIC • EN 三好 義克/NORIKATSU MIYOSHI

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# Professor Hojo

1



## Legendary Creature — Human Scientist

The first activated ability you activate during your turn that targets a creature you control costs 2 less to activate.

Whenever one or more creatures you control become the target of an activated ability, draw a card. This ability triggers only once each turn.

2/2

R 0069 FFVII  
FIC • EN 三好 義克/NORIKATSU MIYOSHI

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# Sphere Grid

1



## Enchantment

Whenever a creature you control deals combat damage to a player, put a +1/+1 counter on that creature.

Unlock Ability — Creatures you control with +1/+1 counters on them have reach and trample.

To activate nodes, you must use spheres.

R 0070 FFX  
FIC • EN 山田 航平/KOHEI YAMADA

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# Summon: Magus Sisters

4

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)

Choose one at random —

- I • **Combine Powers!** — Put three +1/+1 counters on target creature.
- II • **Defense!** — Put a shield counter on target creature. You gain 3 life.
- III • **Fight!** — This creature fights up to one target creature an opponent controls.



## Enchantment Creature — Saga faerie

Haste

5/5

R 0071 FFX  
FIC • EN マルヤ マルイ/RUI MARUYAMA

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# Summoning Materia

2



## Artifact — Equipment

You may look at the top card of your library any time.

As long as this Equipment is attached to a creature, you may cast creature spells from the top of your library.

Equipped creature gets +2/+2 and has vigilance and “☞: Add ☞.”

Equip 2

R 0072 FFVII  
FIC • EN 藤 伸リュウ/RYU FUJINAKA

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# Tromell, Seymour's Butler

2



## Legendary Creature — Elf Advisor

Each other nontoken creature you control enters with an additional +1/+1 counter on it.

1, ☞: Proliferate X times, where X is the number of nontoken creatures you control that entered this turn. (To proliferate, choose any number of permanents and/or players, then give each another counter of each kind already there.)

2/3

R 0073 FFX  
FIC • EN 木 志田コテツ/KOTETSU KINOSHITA

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# Yuna's Decision

3



## Sorcery

Choose one —

- **Continue the Pilgrimage** — Sacrifice a creature. If you do, draw a card, then you may put a creature card and/or a land card from your hand onto the battlefield.
- **Find Another Way** — Return one or two target permanent cards from your graveyard to your hand.

R 0074 FFX  
FIC • EN 橋 本 友 樹/YU FUJIKI

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# Yuna's Whistle

1



## Instant

Reveal cards from the top of your library until you reveal a creature card. Put that card into your hand and the rest on the bottom of your library in a random order. When you reveal a creature card this way, put X +1/+1 counters on target creature you control, where X is the mana value of that card.

R 0075 FFX  
FIC • EN 三好 義克/NORIKATSU MIYOSHI

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## Aerith, Last Ancient

2



Legendary Creature — Human Cleric Druid

## Lifelink

**Raise** — At the beginning of your end step, if you gained life this turn, return target creature card from your graveyard to your hand. If you gained 7 or more life this turn, return that card to the battlefield instead.

"Right here, right now, I need to know I did everything I could."

3/5

R 0076 FFVII  
FIC • EN MARTA NAELFFO SQUARE ENIX  
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## Ardbert, Warrior of Darkness

1



Legendary Creature — Spirit Warrior

Whenever you cast a white spell, put a +1/+1 counter on each legendary creature you control. They gain vigilance until end of turn.

Whenever you cast a black spell, put a +1/+1 counter on each legendary creature you control. They gain menace until end of turn.

"Always we took the burden of fighting upon ourselves. That's what heroes do, isn't it?"

2/2

R 0077 FFIXIV  
FIC • EN THANH TUANFFO SQUARE ENIX  
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## Banon, the Returners' Leader

2



Legendary Creature — Human Cleric Rebel

**Pray** — Once during each of your turns, you may cast a creature spell from among cards in your graveyard that were put there from anywhere other than the battlefield this turn.

Whenever you attack, you may pay 1 and discard a card. If you do, draw a card.

"You are this world's last ray of light . . . our final hope."

1/3

R 0078 FFVI  
FIC • EN DANIEL LANDERMANFFO SQUARE ENIX  
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## Barret, Avalanche Leader

2



Legendary Creature — Human Rebel

## Reach

**Avalanche!** — Whenever an Equipment you control enters, create a 2/2 red Rebel creature token.

At the beginning of combat on your turn, attach up to one target Equipment you control to target Rebel you control.

4/4

R 0079 FFVII  
FIC • EN J. SCHIRMER & M. VERHASSELTFFO SQUARE ENIX  
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## Edgar, Master Machinist

2



Legendary Creature — Human Artificer Noble

Once during each of your turns, you may cast an artifact spell from your graveyard. If you cast a spell this way, that artifact enters tapped.

**Tools** — Whenever Edgar attacks, it gets +X/+0 until end of turn, where X is the greatest mana value among artifacts you control.

2/4

R 0080 FFVI  
FIC • EN IMMANUELA CROYIUSFFO SQUARE ENIX  
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## Emet-Selch of the Third Seat

2



Legendary Creature — Elder Wizard

Spells you cast from your graveyard cost 2 less to cast.

Whenever one or more opponents lose life, you may cast target instant or sorcery card from your graveyard. If that spell would be put into your graveyard, exile it instead. Do this only once each turn.

3/4

R 0081 FFIXIV  
FIC • EN MAGALI VILLENEUVEFFO SQUARE ENIX  
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## Estinien Varlineau

2



Legendary Creature — Elf Warrior

Whenever you cast a noncreature spell, put a +1/+1 counter on Estinien Varlineau. It gains flying until end of turn.

At the beginning of your second main phase, you draw X cards and lose X life, where X is the number of your opponents who were dealt combat damage by Estinien Varlineau or a Dragon this turn.

3/3

R 0082 FFIXIV  
FIC • EN TANG XINYUFFO SQUARE ENIX  
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## Hildibrand Manderville

1



Legendary Creature — Human Detective

**Gentleman's Rise** 2  
**Instant — Adventure**

Create a 2/2 black Zombie creature token. (Then exile this card. You may cast the creature later from exile.)

Creature tokens you control get +1/+1. When Hildibrand Manderville dies, you may cast it from your graveyard as an Adventure until the end of your next turn.

2/2

R 0083 FFIXIV  
FIC • EN AKAGIFFO SQUARE ENIX  
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## Kefka, Dancing Mad

5



Legendary Creature — Human Wizard

During your turn, Kefka has indestructible.

At the beginning of your end step, exile a card at random from each opponent's graveyard. You may cast any number of spells from among cards exiled this way without paying their mana costs. Then each player who owns a spell you cast this way loses life equal to its mana value.

6/6

R 0084 FFVI  
FIC • EN ANTON SOLOVIANCHIKFFO SQUARE ENIX  
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# Kimahri, Valiant Guardian

2



## Legendary Creature — Cat Warrior

Vigilance

**Ronso Rage** — At the beginning of combat on your turn, put a +1/+1 counter on Kimahri and tap target creature an opponent controls. Then you may have Kimahri become a copy of that creature, except its name is Kimahri, Valiant Guardian and it has vigilance and this ability.

3/3

R 0085 FFX  
FIC • EN • CHRISTIAN ANGEL

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# Krile Baldesion

1



## Legendary Creature — Dwarf Wizard

Lifelink

**Trace Aether** — Whenever you cast a noncreature spell, you may return target creature card with mana value equal to that spell's mana value from your graveyard to your hand. Do this only once each turn.

2/1

R 0086 FFXIV  
FIC • EN • JASON KIANTORO

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# Locke, Treasure Hunter

1



## Legendary Creature — Human Rogue

Locke can't be blocked by creatures with greater power.

**Mug** — Whenever Locke attacks, each player mills a card. If a land card was milled this way, create a Treasure token. Until end of turn, you may cast a spell from among those cards.

2/3

R 0087 FFVII  
FIC • EN • AKAGI

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# Lyse Hext

1



## Legendary Creature — Human Rebel Monk

**Prowess** (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

Noncreature spells you cast cost 1 less to cast.

As long as you've cast two or more noncreature spells this turn, Lyse Hext has double strike.

2/2

R 0088 FFXIV  
FIC • EN • RAMZA PSYRU

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# Mog, Moogles Warrior

1



## Legendary Creature — Moogles Warrior

Lifelink

**Dance** — At the beginning of your end step, each player may discard a card. Each player who discarded a card this way draws a card. If a creature card was discarded this way, you create a 1/2 white Moogles creature token with lifelink. Then if a noncreature card was discarded this way, put a +1/+1 counter on each Moogles you control.

1/2

R 0089 FFVII  
FIC • EN • おつまみ/OTUMAMI

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# Papalymo Totolymo

1



## Legendary Creature — Dwarf Wizard

Whenever you cast a noncreature spell, Papalymo Totolymo deals 1 damage to each opponent and you gain 1 life.

**4, ♣, Sacrifice Papalymo Totolymo:** Each opponent who lost life this turn sacrifices a creature with the greatest power among creatures they control.

1/2

R 0090 FFXIV  
FIC • EN • IMMANUELA CROYIUS

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# Red XIII, Proud Warrior

1



## Legendary Creature — Beast Warrior

Vigilance, trample

Other modified creatures you control have vigilance and trample. (Equipment, Auras you control, and counters are modifications.)

**Cosmo Memory** — When Red XIII enters, return target Aura or Equipment card from your graveyard to your hand.

3/3

R 0091 FFVII  
FIC • EN • ANNA PODKOWINA

FFO SQUARE ENIX  
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# Sephiroth, Fallen Hero

3



## Legendary Creature — Human Avatar Soldier

**Jenova Cells** — Whenever Sephiroth attacks, you may put a cell counter on target creature. Until end of turn, each modified creature you control has base power and toughness 7/5. (Equipment, Auras you control, and counters are modifications.)

**The Reunion** — 3, Sacrifice a modified creature: Return this card from your graveyard to the battlefield tapped.

7/5

R 0092 FFVII  
FIC • EN • 一徳/ITOKU

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# Setzer, Wandering Gambler

1



## Legendary Creature — Human Rogue Pilot

When Setzer enters, create The Blackjack, a legendary 3/3 colorless Vehicle artifact token with flying and crew 2.

Whenever a Vehicle you control deals combat damage to a player, flip a coin.

Whenever you win a coin flip, create two tapped Treasure tokens.

2/2

R 0093 FFVII  
FIC • EN • 三好義克/NORIKATSU MIYOSHI

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Shelinda, Yevon Acolyte



Legendary Creature — Human Cleric

Lifelink

Whenever another creature you control enters, put a +1/+1 counter on that creature if its power is less than Shelinda's power. Otherwise, put a +1/+1 counter on Shelinda.

"Truly, I know nothing of the ways of fighting, but I do know some white magic."

2/2

R 0094 FFX  
FIC • EN 希蓮/SHIREN

FFO SQUARE ENIX  
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Sin, Unending Cataclysm



Legendary Creature — Leviathan Avatar

Flying, trample

As Sin enters, remove all counters from any number of artifacts, creatures, and enchantments. Sin enters with X +1/+1 counters on it, where X is twice the number of counters removed this way.

When Sin dies, put its counters on target creature you control, then shuffle this card into its owner's library.

5/5

R 0095 FFX  
FIC • EN ALDO DOMINGUEZ

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Urianger Augurelt



Legendary Creature — Elf Advisor

Whenever you play a land from exile or cast a spell from exile, you gain 2 life.

Draw Arcanum — ☞: Look at the top card of your library. You may exile it face down.

Play Arcanum — ☞: Until end of turn, you may play cards exiled with Urianger Augurelt. Spells you cast this way cost 2 less to cast.

1/3

R 0096 FFXIV  
FIC • EN VILHELMAS BANYAS

FFO SQUARE ENIX  
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Wakka, Devoted Guardian



Legendary Creature — Human Warrior

Reach, trample

Whenever Wakka deals combat damage to a player, destroy up to one target artifact that player controls and put a +1/+1 counter on Wakka.

Blitzball Captain — At the beginning of your end step, if a counter was put on Wakka this turn, put a +1/+1 counter on each other creature you control.

4/4

R 0097 FFX  
FIC • EN KIERAN YANNER

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Conformer Shuriken



Legendary Artifact — Equipment

Equipped creature has "Whenever this creature attacks, tap target creature defending player controls. If that creature has greater power than this creature, put a number of +1/+1 counters on this creature equal to the difference."

Equip 2

2

R 0098 FFVII  
FIC • EN 中村エイト/NAKAMURA8

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The Warring Triad



Legendary Artifact Creature — God

Flying, trample, haste

As long as there are fewer than eight cards in your graveyard, The Warring Triad isn't a creature.

☞, Mill a card: Target player adds one mana of any color.

5/5

R 0099 FFVII  
FIC • EN 三好義克/NORIKATSU MIYOSHI

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Wrecking Ball Arm



Legendary Artifact — Equipment

Equipped creature has base power and toughness 7/7 and can't be blocked by creatures with power 2 or less.

Equip legendary creature 3

Equip 7

"I don't care what it is! I'm gonna bust him up!"

2

R 0100 FFVII  
FIC • EN 三好義克/NORIKATSU MIYOSHI

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Celes, Rune Knight



Legendary Creature — Human Wizard Knight

When Celes enters, discard any number of cards, then draw that many cards plus one.

Whenever one or more other creatures you control enter, if one or more of them entered from a graveyard or was cast from a graveyard, put a +1/+1 counter on each creature you control.

4/4

M 0167 FFVII  
FIC • EN NESTOR OSSANDÓN LEAL

FFO SQUARE ENIX  
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Cloud, Ex-SOLDIER



Legendary Creature — Human Soldier Mercenary

Haste

When Cloud enters, attach up to one target Equipment you control to it.

Whenever Cloud attacks, draw a card for each equipped attacking creature you control. Then if Cloud has power 7 or greater, create two Treasure tokens.

4/4

M 0168 FFVII  
FIC • EN JUSTYNA DURA

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# Emet-Selch of the Third Seat 2



## Legendary Creature — Elder Wizard

Spells you cast from your graveyard cost 2 less to cast.

Whenever one or more opponents lose life, you may cast target instant or sorcery card from your graveyard. If that spell would be put into your graveyard, exile it instead. Do this only once each turn.

3/4

R 0170 FFXIV  
FIC • EN MAGALI VILLENEUVE

FFO SQUARE ENIX  
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# G'raha Tia, Scion Reborn



## Legendary Creature — Cat Wizard

Lifelink

*Throw Wide the Gates* — Whenever you cast a noncreature spell, you may pay X life, where X is that spell's mana value. If you do, create a 1/1 colorless Hero creature token and put X +1/+1 counters on it. Do this only once each turn.

2/3

M 0172 FFXIV  
FIC • EN 平坂康也/YASUNARI HIRASAKA

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# Hildibrand Manderville 1



## Legendary Creature — Human Detective

Gentleman's Rise 2  
Instant — Adventure

Create a 2/2 black Zombie creature token.

Creature tokens you control get +1/+1. When Hildibrand Manderville dies, you may cast it from your graveyard as an Adventure until the end of your next turn.

2/2

R 0173 FFXIV  
FIC • EN AKAGI

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# Sephiroth, Fallen Hero 3



## Legendary Creature — Human Avatar Soldier

*Jenova Cells* — Whenever Sephiroth attacks, you may put a cell counter on target creature. Until end of turn, each modified creature you control has base power and toughness 7/5.

*The Reunion* — 3, Sacrifice a modified creature: Return this card from your graveyard to the battlefield tapped.

7/5

R 0182 FFXVII  
FIC • EN 一徳/ITOKU

FFO SQUARE ENIX  
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# Terra, Herald of Hope



## Legendary Creature — Human Wizard Warrior

*Trance* — At the beginning of combat on your turn, mill two cards. Terra gains flying until end of turn.

Whenever Terra deals combat damage to a player, you may pay 2. When you do, return target creature card with power 3 or less from your graveyard to the battlefield tapped.

3/3

M 0186 FFXVI  
FIC • EN MARTA NAEL

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# Tidus, Yuna's Guardian



## Legendary Creature — Human Warrior

At the beginning of combat on your turn, you may move a counter from target creature you control onto a second target creature you control.

*Cheer* — Whenever one or more creatures you control with counters on them deal combat damage to a player, you may draw a card and proliferate. Do this only once each turn.

3/3

M 0187 FFX  
FIC • EN ニジハヤシ/NIJHAYASHI

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# Tifa, Martial Artist



## Legendary Creature — Human Monk

Melee

Whenever one or more creatures you control with power 7 or greater deal combat damage to a player, untap all creatures you control. If it's the first combat phase of your turn, there is an additional combat phase after this phase.

4/4

M 0188 FFXVII  
FIC • EN YUMI YOSHIDA

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# Y'shtola, Night's Blessed



## Legendary Creature — Cat Warlock

Vigilance

At the beginning of each end step, if a player lost 4 or more life this turn, you draw a card.

Whenever you cast a noncreature spell with mana value 3 or greater, Y'shtola deals 2 damage to each opponent and you gain 2 life.

2/4

M 0191 FFXIV  
FIC • EN MAGALI VILLENEUVE

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# Yuna, Grand Summoner



## Legendary Creature — Human Cleric

*Grand Summon* — ♣: Add one mana of any color. When you next cast a creature spell this turn, that creature enters with two additional +1/+1 counters on it.

Whenever another permanent you control is put into a graveyard from the battlefield, if it had one or more counters on it, you may put that number of +1/+1 counters on target creature.

1/5

M 0192 FFX  
FIC • EN KEVIN GLINT

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**Summon: Esper Valigarmanda** 3

**I** Exile an instant or sorcery card from each graveyard.

**II** Add 1 for each lore counter on this Saga. You may cast an instant or sorcery card exiled with this Saga, and mana of any type can be spent to cast that spell.

**III**

**IV**

**Enchantment Creature — Saga Drake**

Flying, haste

3/3

R 0198 FFVI  
FIC • EN TAKUMI™

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**Celes, Rune Knight** 1

**Legendary Creature — Human Wizard Knight**

When Celes enters, discard any number of cards, then draw that many cards plus one.

Whenever one or more other creatures you control enter, if one or more of them entered from a graveyard or was cast from a graveyard, put a +1/+1 counter on each creature you control.

4/4

M 0201 FFVI  
FIC • EN いけだCPT/IKEDA\_CPT

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**Cloud, Ex-SOLDIER** 2

**Legendary Creature — Human Soldier Mercenary**

Haste

When Cloud enters, attach up to one target Equipment you control to it.

Whenever Cloud attacks, draw a card for each equipped attacking creature you control. Then if Cloud has power 7 or greater, create two Treasure tokens.

4/4

M 0202 FFVII  
FIC • EN マキムラッシュ/MAKIMURA

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**G'raha Tia, Scion Reborn**

**Legendary Creature — Cat Wizard**

Lifelink

*Throw Wide the Gates* — Whenever you cast a noncreature spell, you may pay X life, where X is that spell's mana value. If you do, create a 1/1 colorless Hero creature token and put X +1/+1 counters on it. Do this only once each turn.

2/3

M 0203 FFXIV  
FIC • EN DOMCO.

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**Terra, Herald of Hope**

**Legendary Creature — Human Wizard Warrior**

*Trance* — At the beginning of combat on your turn, mill two cards. Terra gains flying until end of turn.

Whenever Terra deals combat damage to a player, you may pay 2. When you do, return target creature card with power 3 or less from your graveyard to the battlefield tapped.

3/3

M 0204 FFVI  
FIC • EN 伊藤未生/MISEI ITO

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**Tidus, Yuna's Guardian**

**Legendary Creature — Human Warrior**

At the beginning of combat on your turn, you may move a counter from target creature you control onto a second target creature you control.

*Cheer* — Whenever one or more creatures you control with counters on them deal combat damage to a player, you may draw a card and proliferate. Do this only once each turn.

3/3

M 0205 FFX  
FIC • EN ライアン/RO/RYANRO

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**Tifa, Martial Artist** 1

**Legendary Creature — Human Monk**

Melee

Whenever one or more creatures you control with power 7 or greater deal combat damage to a player, untap all creatures you control. If it's the first combat phase of your turn, there is an additional combat phase after this phase.

4/4

M 0206 FFVII  
FIC • EN ROBERT CORNELIUS

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**Y'shtola, Night's Blessed** 1

**Legendary Creature — Cat Warlock**

Vigilance

At the beginning of each end step, if a player lost 4 or more life this turn, you draw a card.

Whenever you cast a noncreature spell with mana value 3 or greater, Y'shtola deals 2 damage to each opponent and you gain 2 life.

2/4

M 0207 FFXIV  
FIC • EN 中村エイト/NAKAMURA8

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**Yuna, Grand Summoner** 1

**Legendary Creature — Human Cleric**

*Grand Summon* — ③: Add one mana of any color. When you next cast a creature spell this turn, that creature enters with two additional +1/+1 counters on it.

Whenever another permanent you control is put into a graveyard from the battlefield, if it had one or more counters on it, you may put that number of +1/+1 counters on target creature.

1/5

M 0208 FFX  
FIC • EN 大熊まい/MAI OKUMA

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**Celes, Rune Knight** 1



**Legendary Creature — Human Wizard Knight**

When Celes enters, discard any number of cards, then draw that many cards plus one.


Whenever one or more other creatures you control enter, if one or more of them entered from a graveyard or was cast from a graveyard, put a +1/+1 counter on each creature you control.

4/4

M 0209 FFVI  
FIC • EN いけだCPT/IKEDA\_CPT

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**Cloud, Ex-SOLDIER** 2



**Legendary Creature — Human Soldier Mercenary**

Haste

When Cloud enters, attach up to one target Equipment you control to it.

Whenever Cloud attacks, draw a card for each equipped attacking creature you control. Then if Cloud has power 7 or greater, create two Treasure tokens.

4/4

M 0210 FFVII  
FIC • EN マキムラシユスケ/S. MAKIMURA

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**G'raha Tia, Scion Reborn**



**Legendary Creature — Cat Wizard**

Lifelink

*Throw Wide the Gates* — Whenever you cast a noncreature spell, you may pay X life, where X is that spell's mana value. If you do, create a 1/1 colorless Hero creature token and put X +1/+1 counters on it. Do this only once each turn.

2/3

M 0211 FFXIV  
FIC • EN DOMCO.

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**Terra, Herald of Hope**



**Legendary Creature — Human Wizard Warrior**

*Trance* — At the beginning of combat on your turn, mill two cards. Terra gains flying until end of turn.

Whenever Terra deals combat damage to a player, you may pay 2. When you do, return target creature card with power 3 or less from your graveyard to the battlefield tapped.

3/3

M 0212 FFVI  
FIC • EN 伊藤未生/MISEI ITO

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**Tidus, Yuna's Guardian**



**Legendary Creature — Human Warrior**

At the beginning of combat on your turn, you may move a counter from target creature you control onto a second target creature you control.


*Cheer* — Whenever one or more creatures you control with counters on them deal combat damage to a player, you may draw a card and proliferate. Do this only once each turn.

3/3

M 0213 FFX  
FIC • EN ライアンROO/RYANROO

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**Tifa, Martial Artist**



**Legendary Creature — Human Monk**

Melee

Whenever one or more creatures you control with power 7 or greater deal combat damage to a player, untap all creatures you control. If it's the first combat phase of your turn, there is an additional combat phase after this phase.

4/4

M 0214 FFVII  
FIC • EN ROBERT CORNELIUS

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**Y'shtola, Night's Blessed** 1



**Legendary Creature — Cat Warlock**

Vigilance

At the beginning of each end step, if a player lost 4 or more life this turn, you draw a card.


Whenever you cast a noncreature spell with mana value 3 or greater, Y'shtola deals 2 damage to each opponent and you gain 2 life.

2/4

M 0215 FFXIV  
FIC • EN 中村エイト/NAKAMURAB

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**Yuna, Grand Summoner** 1



**Legendary Creature — Human Cleric**

*Grand Summon* — ☞: Add one mana of any color. When you next cast a creature spell this turn, that creature enters with two additional +1/+1 counters on it.

Whenever another permanent you control is put into a graveyard from the battlefield, if it had one or more counters on it, you may put that number of +1/+1 counters on target creature.

1/5

M 0216 FFX  
FIC • EN 大黒まい/MAI OKUMA

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**Secret Rendezvous** 1



**Sorcery**

You and target opponent each draw three cards.

"Hey! Say something, why don't you!"

U 0217 FFVII  
FIC • EN 橋本ゆう/YOU FUJIKI

FFG SQUARE ENIX  
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## Secret Rendezvous

1\*\*



## Sorcery



You and target opponent each draw three cards.

“... It's beautiful, isn't it?”

U 0218 FFVII  
FIC • EN 藤本ゆう/Yuu FUJIKI

FFO SQUARE ENIX  
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## Secret Rendezvous

1\*\*



## Sorcery



You and target opponent each draw three cards.

“Hey spike-head. What'd you wanna see fireworks with me for?”

U 0219 FFVII  
FIC • EN 藤本ゆう/Yuu FUJIKI

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## Celes, Rune Knight

1\*\*



## Legendary Creature — Human Wizard Knight



When Celes enters, discard any number of cards, then draw that many cards plus one.

Whenever one or more other creatures you control enter, if one or more of them entered from a graveyard or was cast from a graveyard, put a +1/+1 counter on each creature you control.

4/4

M 0220 FFVII  
FIC • EN NESTOR OSSANDÓN LEAL

FFO SQUARE ENIX  
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## Cloud, Ex-SOLDIER

2\*\*



## Legendary Creature — Human Soldier Mercenary



## Haste

When Cloud enters, attach up to one target Equipment you control to it.

Whenever Cloud attacks, draw a card for each equipped attacking creature you control. Then if Cloud has power 7 or greater, create two Treasure tokens.

4/4

M 0221 FFVII  
FIC • EN JUSTYNA DURA

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## G'raha Tia, Scion Reborn

\*\*



## Legendary Creature — Cat Wizard



## Lifelink

**Throw Wide the Gates** — Whenever you cast a noncreature spell, you may pay X life, where X is that spell's mana value. If you do, create a 1/1 colorless Hero creature token and put X +1/+1 counters on it. Do this only once each turn.

2/3

M 0222 FFIXIV  
FIC • EN 平坂康也/YASUNARI HIRASAKA

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## Terra, Herald of Hope

\*\*



## Legendary Creature — Human Wizard Warrior



**Trance** — At the beginning of combat on your turn, mill two cards. Terra gains flying until end of turn.

Whenever Terra deals combat damage to a player, you may pay 2. When you do, return target creature card with power 3 or less from your graveyard to the battlefield tapped.

3/3

M 0223 FFVII  
FIC • EN MARTA NAEL

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## Tidus, Yuna's Guardian

\*\*



## Legendary Creature — Human Warrior



At the beginning of combat on your turn, you may move a counter from target creature you control onto a second target creature you control.

**Cheer** — Whenever one or more creatures you control with counters on them deal combat damage to a player, you may draw a card and proliferate. Do this only once each turn.

3/3

M 0224 FFX  
FIC • EN ニジハヤシ/NIJIHAYASHI

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## Tifa, Martial Artist

1\*\*



## Legendary Creature — Human Monk



**Melee** (Whenever this creature attacks, it gets +1/+1 until end of turn for each opponent you attacked this combat.)

Whenever one or more creatures you control with power 7 or greater deal combat damage to a player, untap all creatures you control. If it's the first combat phase of your turn, there is an additional combat phase after this phase.

4/4

M 0225 FFVII  
FIC • EN YUMI YAOSEDA

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## Y'shtola, Night's Blessed

1\*\*



## Legendary Creature — Cat Warlock



## Vigilance

At the beginning of each end step, if a player lost 4 or more life this turn, you draw a card.

Whenever you cast a noncreature spell with mana value 3 or greater, Y'shtola deals 2 damage to each opponent and you gain 2 life.

2/4

M 0226 FFXIV  
FIC • EN MAGALI VILLENEUVE

FFO SQUARE ENIX  
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## Yuna, Grand Summoner

1



## Legendary Creature — Human Cleric

**Grand Summon** — **C**: Add one mana of any color. When you next cast a creature spell this turn, that creature enters with two additional +1/+1 counters on it.

Whenever another permanent you control is put into a graveyard from the battlefield, if it had one or more counters on it, you may put that number of +1/+1 counters on target creature.

1/5

M 0227 FFX  
F.C. • EN KEVIN GLINTFFO SQUARE ENIX  
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## Herald's Horn

3



## Artifact

As this artifact enters, choose a creature type.

Creature spells you cast of the chosen type cost 1 less to cast.

At the beginning of your upkeep, look at the top card of your library. If it's a creature card of the chosen type, you may reveal it and put it into your hand.

P 0228 FFXIV  
F.C. • EN オサフネオウジ/O-G OSAHUNEFFO SQUARE ENIX  
™ & © 2025 Wizards of the Coast

## Angel of the Ruins

5



## Artifact Creature — Angel

Flying

When this creature enters, exile up to two target artifacts and/or enchantments.

**Plainscycling 2** (2, Discard this card: Search your library for a Plains card, reveal it, put it into your hand, then shuffle.)

5/7

U 0229 FFVII  
F.C. • EN NEREIDAFFO SQUARE ENIX  
™ & © 2025 Wizards of the Coast

## Archaeomancer's Map

2



## Artifact

When this artifact enters, search your library for up to two basic Plains cards, reveal them, put them into your hand, then shuffle.

Whenever a land an opponent controls enters, if that player controls more lands than you, you may put a land card from your hand onto the battlefield.

R 0230 FFXIV  
F.C. • EN ERIKAS PERLFFO SQUARE ENIX  
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## Austere Command

4



## Sorcery

Choose two —

- Destroy all artifacts.
- Destroy all enchantments.
- Destroy all creatures with mana value 3 or less.
- Destroy all creatures with mana value 4 or greater.

R 0231 FFVII  
F.C. • EN DAN WATSONFFO SQUARE ENIX  
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## Authority of the Consuls

\*



## Enchantment

Creatures your opponents control enter tapped.

Whenever a creature an opponent controls enters, you gain 1 life.

"He must be guilty of something or other, or he wouldn't have attempted to flee the Empire."  
—Yotsuyu goe Brutis

R 0232 FFXIV  
F.C. • EN JULIA VASILYEVAFFO SQUARE ENIX  
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## Bastion Protector

2



## Creature — Human Soldier

Commander creatures you control get +2/+2 and have indestructible.

"Squad A will set up here and search for suspects. B will establish a perimeter—roadblocks included. Contain the situation!"

3/3

R 0233 FFVII  
F.C. • EN IGNATIUS BUDIFFO SQUARE ENIX  
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## Bronze Guardian

4



## Artifact Creature — Golem

Double strike

**Ward 2** (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays 2.)

Other artifacts you control have ward 2.

This creature's power is equal to the number of artifacts you control.

\*/5

R 0234 FFVII  
F.C. • EN 北照/HOKUTSUFFO SQUARE ENIX  
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## Cleansing Nova

3



## Sorcery

Choose one —

- Destroy all creatures.
- Destroy all artifacts and enchantments.

"We called this calamity the 'Flood of Light.' Everything it touched was leached of life and vigor, leaving naught behind but a luminous wasteland."  
—Moren, Crystarium Librarian

R 0235 FFXIV  
F.C. • EN RYTIS SABALIAUSKASFFO SQUARE ENIX  
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# Clever Concealment

2\*\*



## Instant

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.)

Any number of target nonland permanents you control phase out. (Treat them and anything attached to them as though they don't exist until your next turn.)

R 0236 FFVII  
FIC • EN ♫ ANDREA UGRAI

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# Collective Effort

1\*\*



## Sorcery

Escalate—Tap an untapped creature you control. (Pay this cost for each mode chosen beyond the first.)

Choose one or more —

- Destroy target creature with power 4 or greater.
- Destroy target enchantment.
- Put a +1/+1 counter on each creature target player controls.

R 0237 FFX  
FIC • EN ♫ 平坂康也/YASUNARI HIRASAKA

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# Cut a Deal

2\*



## Sorcery

Each opponent draws a card, then you draw a card for each opponent who drew a card this way.

*"A strong Eorzea will ever have need of a strong Ul'dah."*  
—Nanamo Ul Namo

U 0238 FFXIV  
FIC • EN ♫ MINTAUTAS SURYS

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# Damning Verdict

3\*\*



## Sorcery

Destroy all creatures with no counters on them.

*"Yevon is embodied by eternal, unchanging continuity, summoner. Those who question these truths—they are traitors!"*

R 0239 FFX  
FIC • EN ♫ 素達/SHIREN

FFO SQUARE ENIX  
™ & © 2025 Wizards of the Coast

# Destroy Evil

1\*



## Instant

Choose one —

- Destroy target creature with toughness 4 or greater.
- Destroy target enchantment.

*"So it is you, after all, who will send me. But even after I am gone, Spira's sorrow will prevail."*  
—Seymour, to Yuna

C 0240 FFX  
FIC • EN ♫ いけだCPT/IKEDA\_CPT

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# Dispatch

\*



## Instant

Tap target creature.

*Metalcraft* — If you control three or more artifacts, exile that creature.

*"I'll take the chopper! The bikes are all yours, Cloud!"*  
—Barret Wallace

U 0241 FFVII  
FIC • EN ♫ JAJAREKA SETIAWAN

FFO SQUARE ENIX  
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# Farewell

4\*\*



## Sorcery

Choose one or more —

- Exile all artifacts.
- Exile all creatures.
- Exile all enchantments.
- Exile all graveyards.

*"Stay with me until the end. Please."*

R 0242 FFX  
FIC • EN ♫ YUMI YOSHIDA

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# Final Judgment

4\*\*



## Sorcery

Exile all creatures.

*"Let this be a lesson to all those who would walk the path of sin—the wicked shall not inherit this world!"*  
—Vauthry

M 0243 FFXIV  
FIC • EN ♫ RIMAS VALERIS

FFO SQUARE ENIX  
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# Grateful Apparition

1\*



## Creature — Spirit

Flying

Whenever this creature deals combat damage to a player or planeswalker, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

1/1

U 0244 FFX  
FIC • EN ♫ 海蘭子/UUMI GESO

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# Lingering Souls

2\*



## Sorcery



Create two 1/1 white Spirit creature tokens with flying.

Flashback 1\* (You may cast this card from your graveyard for its flashback cost. Then exile it.)

"Strange as it may seem, the longer I linger here, the less the matter of my epitaph concerns me."

U 0245 FFXIV  
FIC • EN 志村 智彦

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# Luminous Broodmoth

2\*\*



## Creature — Insect



Flying

Whenever a creature you control without flying dies, return it to the battlefield under its owner's control with a flying counter on it.

"Don't bother going after all of them. Cut the ones that matter, and run!"  
—Auron

M 0246 FFX  
FIC • EN 志村 智彦

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3/4

# Palace Jailer

2\*\*



## Creature — Human Soldier



When this creature enters, you become the monarch.

When this creature enters, exile target creature an opponent controls until an opponent becomes the monarch.

"I think we all know who really deserves to be locked up in here..."

U 0247 FFVII  
FIC • EN 志村 智彦

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2/2

# Path to Exile

\*



## Instant



Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.

"This is your story. It all begins here."  
—Auron

U 0248 FFX  
FIC • EN 志村 智彦

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# Promise of Loyalty

4\*



## Sorcery



Each player puts a vow counter on a creature they control and sacrifices the rest. Each of those creatures can't attack you or planeswalkers you control for as long as it has a vow counter on it.

"Listen to my story. This may be our last chance."  
—Tidus

R 0249 FFX  
FIC • EN 志村 智彦

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# Puresteel Paladin

\*\*



## Creature — Human Knight



Whenever an Equipment you control enters, you may draw a card.

*Metalcraft* — Equipment you control have equip 0 as long as you control three or more artifacts.

R 0250 FFVII  
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2/2

# Resourceful Defense

2\*



## Enchantment



Whenever a permanent you control leaves the battlefield, if it had counters on it, put those counters on target permanent you control.

4\*: Move any number of counters from target permanent you control onto a second target permanent you control.

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# Scholar of New Horizons

1\*



## Creature — Human Scout



This creature enters with a +1/+1 counter on it.

\*, Remove a counter from a permanent you control: Search your library for a Plains card and reveal it. If an opponent controls more lands than you, you may put that card onto the battlefield tapped. If you don't put the card onto the battlefield, put it into your hand. Then shuffle.

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1/1

# Secret Rendezvous

1\*\*



## Sorcery



You and target opponent each draw three cards.

"Ok, I'm going to just go ahead and say it..."

U 0253 FFVII  
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# Sun Titan

4



Creature — Giant

Vigilance

Whenever this creature enters or attacks, you may return target permanent card with mana value 3 or less from your graveyard to the battlefield.

*Wrexosoul is formed of the countless souls lost during the conflict one thousand years past . . .*

6/6

M 0254 FFVI  
FIC • EN 榎本 陽介/YOSHUA RAPHAEL

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# Sunscorch Regent

3



Creature — Dragon

Flying

Whenever an opponent casts a spell, put a +1/+1 counter on this creature and you gain 1 life.

*The guardian wyrm, Evrae. The great sacred beast—protector of Bevelle.*

4/3

R 0255 FFX  
FIC • EN 榎本 陽介/ENORA MERCIER

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# Swords to Plowshares

\*



Instant

Exile target creature. Its controller gains life equal to its power.

*“The refreshing caress of the wind, the soothing whisper of the waves . . . how liberating!”*

U 0256 FFVII  
FIC • EN 榎本 陽介/LE VUONG

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# Together Forever

\*



Enchantment

When this enchantment enters, support 2. (Put a +1/+1 counter on each of up to two target creatures.)

1: Choose target creature with a counter on it. When that creature dies this turn, return that card to its owner's hand.

R 0257 FFX  
FIC • EN 榎本 陽介/YUU FUJIKI

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# Tragic Arrogance

3



Sorcery

For each player, you choose from among the permanents that player controls an artifact, a creature, an enchantment, and a planeswalker. Then each player sacrifices all other nonland permanents they control.

R 0258 FFVI  
FIC • EN 榎本 陽介/ANTON SOLOVIANCHIK

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# Unfinished Business

3



Sorcery

Return target creature card from your graveyard to the battlefield, then return up to two target Aura and/or Equipment cards from your graveyard to the battlefield attached to that creature. (If the Auras can't enchant that creature, they remain in your graveyard.)

*“If you're gonna pick a fight with the Turks, you'd better be prepared to leave in a body bag.”*

R 0259 FFVII  
FIC • EN 榎本 陽介/RAMZA PSYRU

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# Vanquish the Horde

6



Sorcery

This spell costs 1 less to cast for each creature on the battlefield.

Destroy all creatures.

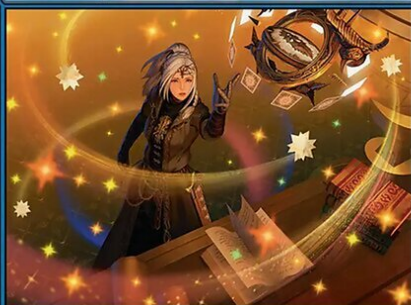
*“Sir! A mass of high-density energy is heading towards Midgar!”*  
—Shinra operator

R 0260 FFVII  
FIC • EN 榎本 陽介/HOKUYU

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# Archmage Emeritus

2



Creature — Human Wizard

**Magecraft** — Whenever you cast or copy an instant or sorcery spell, draw a card.

*“If you are ever to become a capable astrologian, you must believe in the path laid out before you, and in your power to read it, follow it, and ultimately control it.”*  
—Leveva Heavensreader

2/2

R 0261 FFVII  
FIC • EN 榎本 陽介/JOSEPHINE CHANG

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# Chasm Skulker

2



Creature — Squid Horror

Whenever you draw a card, put a +1/+1 counter on this creature.

When this creature dies, create X 1/1 blue Squid creature tokens with islandwalk, where X is the number of +1/+1 counters on this creature. (They can't be blocked as long as defending player controls an Island.)

1/1

R 0262 FFX  
FIC • EN 榎本 陽介/NOTTSUO

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## Dig Through Time

6



Instant

**Delve** (Each card you exile from your graveyard while casting this spell pays for 1.)

Look at the top seven cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.

R 0263 FFXIV  
F.C. • EN ERIKAS PERL

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## Hypnotic Sprite

2



Creature — Faerie

**Mesmeric Glare** 2

Instant — Adventure

Counter target spell with mana value 3 or less. (Then exile this card. You may cast the creature later from exile.)

Flying

2/1

U 0264 FFXIV  
F.C. • EN 水瀨島/MIZUTAMETORI

FFO SQUARE ENIX  
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## Inexorable Tide

3



Enchantment

Whenever you cast a spell, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

“When Sin attacked Zanarkand that day, I woke up in Spira.”  
—Tidus

R 0265 FFX  
F.C. • EN 小嶋派志/TAKASHI KOJO

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## Into the Story

5



Instant

This spell costs 3 less to cast if an opponent has seven or more cards in their graveyard.

Draw four cards.

“Hear . . . feel . . . think . . .”

U 0266 FFXIV  
F.C. • EN PAULIUS DAŠČIORIAS

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## An Offer You Can't Refuse

1



Instant

Counter target noncreature spell. Its controller creates two Treasure tokens. (They're artifacts with “”, Sacrifice this token: Add one mana of any color.”)

“All right, I'll work!”  
—Tidus

U 0267 FFX  
F.C. • EN YOSU HERNAIZ

FFO SQUARE ENIX  
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## Propaganda

2



Enchantment

Creatures can't attack you unless their controller pays 2 for each creature they control that's attacking you.

“Barring a few exceptions, we have detained all those with allegiance to the Scions. The Rising Stones is also under our control.”  
—Crystal Brave Soldier

U 0268 FFXIV  
F.C. • EN GINTAS GALVANAUSKAS

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## Pull from Tomorrow

X



Instant

Draw X cards, then discard a card.

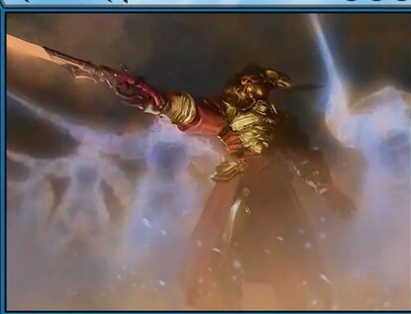
He knew there was no way back home, back to Zanarkand.

R 0269 FFX  
F.C. • EN 西木あれく/AREKU NISHIKI

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## Rite of Replication

2



Sorcery

**Kicker 5** (You may pay an additional 5 as you cast this spell.)

Create a token that's a copy of target creature. If this spell was kicked, create five of those tokens instead.

“Eorzea is mine by right!”

R 0270 FFXIV  
F.C. • EN ERIKAS PERL

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## Sublime Epiphany

4



Instant

Choose one or more —

- Counter target spell.
- Counter target activated or triggered ability.
- Return target nonland permanent to its owner's hand.
- Create a token that's a copy of target creature you control.
- Target player draws a card.

R 0271 FFXIV  
F.C. • EN マキムラシュンスケ/S. MAKIMURA

FFO SQUARE ENIX  
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# Torrential Gearhulk

4



Artifact Creature — Construct

Flash

When this creature enters, you may cast target instant card from your graveyard without paying its mana cost. If that spell would be put into your graveyard, exile it instead.

5/6

R 0272 FFIV  
FIC • EN ERIKAS PERL

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# Archfiend of Depravity

3



Creature — Demon

Flying

At the beginning of each opponent's end step, that player chooses up to two creatures they control, then sacrifices the rest.

*Ancient monsters that had long been sealed away were released when the world was ripped apart.*

5/4

R 0273 FFVI  
FIC • EN NESTOR OSSANDÓN LEAL

FFO SQUARE ENIX  
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# Bastion of Remembrance

2



Enchantment

When this enchantment enters, create a 1/1 white Human Soldier creature token.

Whenever a creature you control dies, each opponent loses 1 life and you gain 1 life.

*The legacy of Gaius van Baelsar is a towering monument to imperial tyranny.*

U 0274 FFIV  
FIC • EN JEREMY PAILLOTIN

FFO SQUARE ENIX  
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# Crux of Fate

3



Sorcery

Choose one —

- Destroy all Dragon creatures.
- Destroy all non-Dragon creatures.

*"Thou art weak, Hraesvelgr—a slithering wyrm who fawneth on the vermin who should rightly be his prey."*

R 0275 FFIV  
FIC • EN ALEXANDER MOKHOV

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# Exsanguinate

X



Sorcery

Each opponent loses X life. You gain life equal to the life lost this way.

*"As the fight wore on, blood began to soak through his armor, spreading to every ilm of his body. But when it began to rise and envelop him as a mist, I realized it wasn't blood, but something dark and twisted . . ."*  
—Ishgardian Citizen

U 0276 FFIV  
FIC • EN ANTHONY DEVINE

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# Lethal Scheme

2



Instant

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.)

Destroy target creature or planeswalker. Each creature that convoked Lethal Scheme convives. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on that creature.)

R 0277 FFIV  
FIC • EN DANIEL CORREIA

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# Morbid Opportunist

2



Creature — Human Rogue

Whenever one or more other creatures die, draw a card. This ability triggers only once each turn.

*"Great people here! You can trust everything they say!"*  
—Zozo resident

1/3

U 0278 FFVI  
FIC • EN 坂路/HAKEI

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# Murderous Rider

1



Creature — Zombie Knight

Swift End  
Instant — Adventure

Destroy target creature or planeswalker. You lose 2 life. (Then exile this card. You may cast the creature later from exile.)

Lifelink

When this creature dies, put it on the bottom of its owner's library.

2/3

R 0279 FFIV  
FIC • EN DAVID ASTRUGA

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# Night's Whisper

1



Sorcery

You draw two cards and you lose 2 life.

*"My love . . . you made me so happy. Thank you . . ."*  
—Elayne Garamonde

C 0280 FFVI  
FIC • EN COLIN BOYER

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# Pitiless Plunderer

3



Creature — Human Pirate

Whenever another creature you control dies, create a Treasure token. (*It's an artifact with "e", Sacrifice this token: Add one mana of any color.*)

"We're gonna go into the castle through a secret cave that nobody else knows about!"

1/4

U 0281 FFVI  
FIC • EN LORENZO MASTROIANI

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# Reanimate

3



Sorcery

Put target creature card from a graveyard onto the battlefield under your control. You lose life equal to its mana value.

"The world is about to learn . . . the meaning of . . . fear . . ."  
—Emperor Geshtahl

R 0282 FFVI  
FIC • EN WEI GUAN

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# Rise of the Dark Realms

7



Sorcery

Put all creature cards from all graveyards onto the battlefield under your control.

"You can't destroy everything! People will always have dreams!"  
—Terra Branford

M 0283 FFVI  
FIC • EN ALEXANDER MOKHOV

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# Sepulchral Primordial

5



Creature — Avatar

Intimidate (*This creature can't be blocked except by artifact creatures and/or creatures that share a color with it.*)

When this creature enters, for each opponent, you may put up to one target creature card from that player's graveyard onto the battlefield under your control.

5/4

R 0284 FFVI  
FIC • EN NINO IS

FFO SQUARE ENIX  
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# Snuff Out

3



Instant

If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost. Destroy target nonblack creature. It can't be regenerated.

"Look, Avere! All these people have come to make you a gift of their souls!"

C 0285 FFIV  
FIC • EN THANH TUAN

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# Stitch Together

3



Sorcery

Return target creature card from your graveyard to your hand.

*Threshold* — Return that card from your graveyard to the battlefield instead if seven or more cards are in your graveyard.

U 0286 FFVI  
FIC • EN GAL OR

FFO SQUARE ENIX  
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# Stitcher's Supplier

3



Creature — Zombie

When this creature enters or dies, mill three cards. (*Put the top three cards of your library into your graveyard.*)

All those wounded by the necromancer's zombie stick are doomed to a fate of eternal undeath!

1/1

U 0287 FFVI  
FIC • EN ALEXANDRE HONORE

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# Syphon Mind

3



Sorcery

Each other player discards a card. You draw a card for each card discarded this way.

"'Tis now all but certain that the towers were conceived to facilitate the summoning of primals by those imprisoned within."  
—Urianger Augurelt

C 0288 FFIV  
FIC • EN NESTOR OSSANDÓN LEAL

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# Anger

3



Creature — Incarnation

Haste

As long as this card is in your graveyard and you control a Mountain, creatures you control have haste.

"Rehm's inside!"  
—Strago Magus

2/2

U 0289 FFVI  
FIC • EN DAVID ASTRUGA

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# Big Score

3



## Instant



As an additional cost to cast this spell, discard a card.

Draw two cards and create two Treasure tokens. (They're artifacts with "♣, Sacrifice this token: Add one mana of any color.")

"Look, I finally found it . . . The legendary treasure that can undo death itself."

C 0290 FFVJ  
FIC • EN TONI INFANTE

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# Chaos Warp

2



## Instant



The owner of target permanent shuffles it into their library, then reveals the top card of their library. If it's a permanent card, they put it onto the battlefield.

"I'm getting less human . . ."  
— Vincent Valentine

R 0291 FFVJ  
FIC • EN JOHN TREDRICK

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# Combustible Gearhulk

4



## Artifact Creature — Construct



### First strike

When this creature enters, target opponent may have you draw three cards. If the player doesn't, you mill three cards, then this creature deals damage to that player equal to the total mana value of those cards.

6/6

M 0292 FFVJ  
FIC • EN NARENDRA BINTARAADI

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# Flayer of the Hatebound

5



## Creature — Devil



Undying (When this creature dies, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it.)

Whenever this creature or another creature enters from your graveyard, it deals damage equal to its power to any target.

4/2

R 0293 FFVJ  
FIC • EN YOSU HERNANZ

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# Furious Rise

2



## Enchantment



At the beginning of your end step, if you control a creature with power 4 or greater, exile the top card of your library. You may play that card until you exile another card with this enchantment.

"You guys are worthless, but my proud creation is a sure thing!"

U 0294 FFVJ  
FIC • EN FAJAREKA SETIAWAN

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# Hellkite Tyrant

4



## Creature — Dragon



### Flying, trample

Whenever this creature deals combat damage to a player, gain control of all artifacts that player controls.

At the beginning of your upkeep, if you control twenty or more artifacts, you win the game.

6/5

R 0295 FFVJ  
FIC • EN JOHN TREDRICK

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# Professional Face-Breaker

2



## Creature — Human Warrior



### Menace

Whenever one or more creatures you control deal combat damage to a player, create a Treasure token.

Sacrifice a Treasure: Exile the top card of your library. You may play that card this turn.

2/3

R 0296 FFVJ  
FIC • EN HENDRY IWANAGA

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# Ruin Grinder

5



## Artifact Creature — Construct



### Menace

When this creature dies, each player may discard their hand and draw seven cards.

Mountaincycling 2 (2, Discard this card: Search your library for a Mountain card, reveal it, put it into your hand, then shuffle.)

7/4

R 0297 FFVJ  
FIC • EN LORENZO MASTROIANI

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# Vandalblast

2



## Sorcery



Destroy target artifact you don't control.

Overload 4 (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")

"Danger's part of the job. Don't worry about me."

U 0298 FFVJ  
FIC • EN HENDRY IWANAGA

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# Bane of Progress

4



Creature — Elemental

When this creature enters, destroy all artifacts and enchantments. Put a +1/+1 counter on this creature for each permanent destroyed this way.

*Sin always returns for its spawn.*

2/2

R 0299 FFX  
FIC • EN DOUZEN

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# Cultivate

2



Sorcery

Search your library for up to two basic land cards, reveal those cards, put one onto the battlefield tapped and the other into your hand, then shuffle.

*"They say you can't grow grass and flowers in Midgar. But for some reason, the flowers have no trouble blooming here."*

C 0300 FFVII  
FIC • EN TRAN NGUYEN

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# Duskshell Crawler

1



Creature — Insect

When this creature enters, put a +1/+1 counter on target creature.

Each creature you control with a +1/+1 counter on it has trample.

*"Hah! That one looks slow," scoffed Tidus. "It's also tough. Let me handle this," replied Auron.*

0/3

C 0301 FFX  
FIC • EN ハイシロ/HAIRO

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# Farseek

1



Sorcery

Search your library for a Plains, Island, Swamp, or Mountain card, put it onto the battlefield tapped, then shuffle.

*"I am on a journey, studying the history of our world, Spira, seeking its stories and secrets."*  
—Maechen, scholar

C 0302 FFX  
FIC • EN 二見敬之/TAKAYUKI FUTAMI

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# Fight Rigging

2



Enchantment

Hideaway 5 (When this enchantment enters, look at the top five cards of your library, exile one face down, then put the rest on the bottom in a random order.)

At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. Then if you control a creature with power 7 or greater, you may play the exiled card without paying its mana cost.

R 0303 FFX  
FIC • EN 平坂順也/YASUNARI HIRASAKA

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# Forgotten Ancient

3



Creature — Elemental

Whenever a player casts a spell, you may put a +1/+1 counter on this creature.

At the beginning of your upkeep, you may move any number of +1/+1 counters from this creature onto other creatures.

*"Find your peace on the Farplane. Leave Spira to the living."*  
—Auron

0/3

R 0304 FFX  
FIC • EN えすていお/ESUTHIO

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# Generous Patron

2



Creature — Elf Advisor

When this creature enters, support 2. (Put a +1/+1 counter on each of up to two other target creatures.)

Whenever you put one or more counters on a creature you don't control, draw a card.

*"Look at the crowd, folks!"*  
—Blitzball announcer

1/4

R 0305 FFX  
FIC • EN 菊蓮/SHIREN

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# Gyre Sage

1



Creature — Elf Druid

Evolve (Whenever a creature you control enters, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)

☙: Add ☙ for each +1/+1 counter on this creature.

1/2

R 0306 FFX  
FIC • EN トウゲ369

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# Hardened Scales

1



Enchantment

If one or more +1/+1 counters would be put on a creature you control, that many plus one +1/+1 counters are put on it instead.

*"When it starts, I won't be myself any more. I won't be able to hold myself back."*  
—Jecht

R 0307 FFX  
FIC • EN タカヤマトシアキ/TAKAYAMA

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# Harmonize

2



## Sorcery



Draw three cards.

*"Only the Ancients, only Aerith can save us from Meteor."*  
—Cloud Strife

U 0308 FFVII  
FIC • EN MAGALI VILLENEUVE

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# Incubation Druid

1



## Creature — Elf Druid



**☞**: Add one mana of any type that a land you control could produce. If this creature has a +1/+1 counter on it, add three mana of that type instead.

**3 ♣♣♣**: Adapt 3. (If this creature has no +1/+1 counters on it, put three +1/+1 counters on it.)

0/2

R 0309 FFX  
FIC • EN IWA0

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# Inspiring Call

2



## Instant



Draw a card for each creature you control with a +1/+1 counter on it. Those creatures gain indestructible until end of turn.

*"Hahahahaha!"*

U 0310 FFX  
FIC • EN FRANCESCA RESTA

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# Nature's Lore

1



## Sorcery



Search your library for a Forest card, put that card onto the battlefield, then shuffle.

*"The spirits that return to the planet, merge with one another and roam the planet. They roam, converge, and divide, becoming a swell, called the lifestream."*  
—Bugenhagen

C 0311 FFVII  
FIC • EN ASHLEY MACKENZIE

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# Path of Discovery

3



## Enchantment



Whenever a creature you control enters, it explores. (Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on the creature, then put the card back or put it into your graveyard.)

R 0312 FFX  
FIC • EN SALVATORRE ZEE YAZZIE

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# Rampant Growth

1



## Sorcery



Search your library for a basic land card, put that card onto the battlefield tapped, then shuffle.

*"It is up to the planet to decide. What is best for the planet. What is bad for the planet. All that is bad will disappear."*  
—Bugenhagen

C 0313 FFVII  
FIC • EN ERIKAS PERL

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# Rampant Rejuvenator

3



## Creature — Plant Hydra



This creature enters with two +1/+1 counters on it.

When this creature dies, search your library for up to X basic land cards, where X is this creature's power, put them onto the battlefield, then shuffle.

0/0

R 0314 FFX  
FIC • EN SENNSU

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# Three Visits

1



## Sorcery



Search your library for a Forest card, put it onto the battlefield, then shuffle.

*"If I give up now, I could do anything I wanted to, and yet . . . even if I was with you, I could never forget."*  
—Yuna

U 0315 FFX  
FIC • EN 西木あれく/AREKU NISHIKI

FFO SQUARE ENIX  
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# Tireless Tracker

2



## Creature — Human Scout



**Landfall** — Whenever a land you control enters, investigate. (Create a Clue token. It's an artifact with "2, Sacrifice this token: Draw a card.")

Whenever you sacrifice a Clue, put a +1/+1 counter on this creature.

3/2

R 0316 FFX  
FIC • EN マルヤマリイ/RUI MARUYAMA

FFO SQUARE ENIX  
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## Altered Ego

2



Creature — Shapeshifter

This spell can't be countered.  
You may have this creature enter as a copy of any creature on the battlefield, except it enters with X additional +1/+1 counters on it.

0/0

R 0317 FFX  
F.C. • EN 山宗/SANSYU

FFO SQUARE ENIX  
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## Baleful Strix

1



Artifact Creature — Bird

Flying, deathtouch  
When this creature enters, draw a card.

*Skatenes are mind-quickenened owls, granted sentence via powerful magicks much in the same way toads are transformed into poroggos.*

1/1

R 0318 FFXIV  
F.C. • EN ANDREA TENTORI MONTALTO

FFO SQUARE ENIX  
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## Bedevil

2



Instant

Destroy target artifact, creature, or planeswalker.

*On that day . . . the world was changed forever . . .*

R 0319 FFVI  
F.C. • EN 楊ANG.XINYU

FFO SQUARE ENIX  
™ & © 2025 Wizards of the Coast

## Behemoth Sledge

1



Artifact — Equipment

Equipped creature gets +2/+2 and has trample and lifelink.

Equip 3

*A crudely reinforced baseball bat. Designed to beat the living tar out of anything and everything.*

U 0320 FFVII  
F.C. • EN 中村エイト/NAKAMURA8

FFO SQUARE ENIX  
™ & © 2025 Wizards of the Coast

## Bred for the Hunt

1



Enchantment

Whenever a creature you control with a +1/+1 counter on it deals combat damage to a player, you may draw a card.

*"Think you will win? You not forget who took your horn! Never forget!"*  
—Biran Ronso

U 0321 FFX  
F.C. • EN 黒井ススム/SUSUMU KUROI

FFO SQUARE ENIX  
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## Crackling Doom

2



Instant

Crackling Doom deals 2 damage to each opponent. Each opponent sacrifices a creature with the greatest power among creatures that player controls.

*"No hard feelings, now . . . I'm just going to use this power you've unleashed to put you to sleep . . ."*

U 0322 FFVII  
F.C. • EN NESTOR OSSANDÓN LEAL

FFO SQUARE ENIX  
™ & © 2025 Wizards of the Coast

## Decimate

2



Sorcery

Destroy target artifact, target creature, target enchantment, and target land. (You can't cast this spell unless you have legal choices for all its targets.)

*"Progress requires sacrifice. Learn to live with it."*  
—President Shinra

R 0323 FFVII  
F.C. • EN 聖聖/NURIKABE

FFO SQUARE ENIX  
™ & © 2025 Wizards of the Coast

## Endless Detour

1



Instant

The owner of target spell, nonland permanent, or card in a graveyard puts it on their choice of the top or bottom of their library.

*"I'm scared of lightning! Let's rest, please? Pretty please?"*  
—Rikku

R 0324 FFX  
F.C. • EN 白トウヨウイチ/YOICHI ITO

FFO SQUARE ENIX  
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## Fathom Mage

2



Creature — Human Wizard

Evolve (Whenever a creature you control enters, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)

Whenever a +1/+1 counter is put on this creature, you may draw a card.

1/1

R 0325 FFX  
F.C. • EN JUSTYNA DURA

FFO SQUARE ENIX  
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## Legions to Ashes

1



## Sorcery

Exile target nonland permanent an opponent controls and all tokens that player controls with the same name as that permanent.

*"Ha-ha! I'm raring to go! Can't be leaving everything up to you whippersnappers!"*  
—Strago Magus

R 0326 FFVI  
FIC • EN ANTON SOLOVIANCHYK

FFO SQUARE ENIX  
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## Mortify

1



## Instant

Destroy target creature or enchantment.

*"Espers . . . Who'd have dreamed they were that powerful . . ."*  
—Imperial soldier

U 0327 FFVI  
FIC • EN THANH TUAN

FFO SQUARE ENIX  
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## Priest of Fell Rites

1



## Creature — Human Warlock

☞, Pay 3 life, Sacrifice this creature: Return target creature card from your graveyard to the battlefield. Activate only as a sorcery.

Unearth 3 (3 ☞: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)

2/2

R 0328 FFVI  
FIC • EN CRYSTAL FAE

FFO SQUARE ENIX  
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## Ruinous Ultimatum

1



## Sorcery

Destroy all nonland permanents your opponents control.

*"This little hamlet has too much 'boring' and not enough 'burning' . . . Torch everything!"*

R 0329 FFVI  
FIC • EN TRAN NGUYEN

FFO SQUARE ENIX  
™ & © 2025 Wizards of the Coast

## Vindicate

1



## Sorcery

Destroy target permanent.

*"Remember . . . remember us . . . remember . . . that we once lived . . ."*

R 0330 FFIV  
FIC • EN THANH TUAN

FFO SQUARE ENIX  
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## Void Rend

1



## Instant

This spell can't be countered.  
Destroy target nonland permanent.

*"I expect some voidsent are more intelligent than others. Perhaps these ones simply do not understand our words."*  
—Y'shtola Rhul

R 0331 FFIV  
FIC • EN JUSTINA DURA

FFO SQUARE ENIX  
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## Arcane Signet

2



## Artifact

☞: Add one mana of any color in your commander's color identity.

*"Lord Kefka's treasure . . . Return . . . the treasure . . ."*  
—Kefka's cultists

C 0332 FFVI  
FIC • EN GRACE ZHU

FFO SQUARE ENIX  
™ & © 2025 Wizards of the Coast

## Arcane Signet

2



## Artifact

☞: Add one mana of any color in your commander's color identity.

*"To put it simply, the knowledge of the Ancients is sealed within each orb. That knowledge not only connects us to the planet . . . it allows us to tap into her power."*  
—Sephiroth

C 0333 FFVII  
FIC • EN RANDY GALLEGOS

FFO SQUARE ENIX  
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## Arcane Signet

2



## Artifact

☞: Add one mana of any color in your commander's color identity.

*"I'm a blitzball player. Star player of the Zanarkand Abes!"*  
—Tidus

C 0334 FFX  
FIC • EN RUSSELL LU

FFO SQUARE ENIX  
™ & © 2025 Wizards of the Coast



# Arcane Signet

2



## Artifact



☞: Add one mana of any color in your commander's color identity.

*"I preside over the forces of stasis, tranquility, peace. I will weave this selfsame power into the crystal, granting thee mastery over matter, to give form to the formless."*  
—Hydaelyn

C 0335 FF XIV  
FIC • EN MADELINE BONI

FFO SQUARE ENIX  
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# Armory Automaton

3



## Artifact Creature — Construct



Whenever this creature enters or attacks, you may attach any number of target Equipment to it. (Control of the Equipment doesn't change.)

*"They don't call those things sweepers for nothing. They can wipe out a whole squad in seconds."*  
—Jessie, Avalanche rebel

2/2

R 0336 FF VII  
FIC • EN GASU / ガス

FFO SQUARE ENIX  
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# Champion's Helm

3



## Artifact — Equipment



Equipped creature gets +2/+2.

As long as equipped creature is legendary, it has hexproof. (It can't be the target of spells or abilities your opponents control.)

Equip 1

R 0337 FF VII  
FIC • EN RUSSELL LU

FFO SQUARE ENIX  
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# Colossus Hammer

1



## Artifact — Equipment



Equipped creature gets +10/+10 and loses flying.

Equip 8 (8: Attach to target creature you control. Equip only as a sorcery.)

*"Sorry to keep you waiting. It's me! I'll handle the rest!"*

U 0338 FF VII  
FIC • EN KEVIN SIDHARTA

FFO SQUARE ENIX  
TM & © 2025 Wizards of the Coast

# Commander's Sphere

3



## Artifact



☞: Add one mana of any color in your commander's color identity.

Sacrifice this artifact: Draw a card.

*"Have you ever heard of something called a Growth Egg? Have you? Hmmm? It was buried in a tomb to the west a looong, long time ago!"*  
—Kohlingen resident

C 0339 FF VI  
FIC • EN ALEXANDRE HONORÉ

FFO SQUARE ENIX  
TM & © 2025 Wizards of the Coast

# Conqueror's Flail

2



## Artifact — Equipment



Equipped creature gets +1/+1 for each color among permanents you control.

As long as this Equipment is attached to a creature, your opponents can't cast spells during your turn.

Equip 2

R 0340 FF VII  
FIC • EN RUSSELL DONGJUN LU

FFO SQUARE ENIX  
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# Coveted Jewel

6



## Artifact



When this artifact enters, draw three cards.

☞: Add three mana of any one color.

Whenever one or more creatures an opponent controls attack you and aren't blocked, that player draws three cards and gains control of this artifact. Untap it.

R 0341 FF XIV  
FIC • EN BRUNO BIAZZOTTO

FFO SQUARE ENIX  
TM & © 2025 Wizards of the Coast

# Darksteel Plate

3



## Artifact — Equipment



Indestructible

Equipped creature has indestructible.

Equip 2

*"A Shinra uniform . . . I was so proud when I first put it on."*

R 0342 FF VII  
FIC • EN RUSSELL LU

FFO SQUARE ENIX  
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# Everflowing Chalice

0



## Artifact



Multikicker 2 (You may pay an additional 2 any number of times as you cast this spell.)

This artifact enters with a charge counter on it for each time it was kicked.

☞: Add ♦ for each charge counter on this artifact.

U 0343 FFX  
FIC • EN 四季まこと/MAKOTO SHIKI

FFO SQUARE ENIX  
TM & © 2025 Wizards of the Coast



# Explorer's Scope

1



## Artifact — Equipment



Whenever equipped creature attacks, look at the top card of your library. If it's a land card, you may put it onto the battlefield tapped.

Equip 1 (1: Attach to target creature you control. Equip only as a sorcery.)

C 0344 FFVII  
F.C. • EN • RACRUTI

FFO SQUARE ENIX  
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# Hero's Blade

2



## Artifact — Equipment



Equipped creature gets +3/+2.

Whenever a legendary creature you control enters, you may attach this Equipment to it.

Equip 4 (4: Attach to target creature you control. Equip only as a sorcery.)

U 0345 FFVII  
F.C. • EN • RUSSELL LU

FFO SQUARE ENIX  
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# Hero's Heirloom

2



## Artifact — Equipment



Equipped creature gets +2/+1.

As long as equipped creature is legendary, it has trample and haste.

Equip 2 (2: Attach to target creature you control. Equip only as a sorcery.)

U 0346 FFVII  
F.C. • EN • STELLA SPENTE

FFO SQUARE ENIX  
TM & © 2025 Wizards of the Coast

# Inspiring Statuary

3



## Artifact



Nonartifact spells you cast have improvise. (Your artifacts can help cast those spells. Each artifact you tap after you're done activating mana abilities pays for 1.)

"Man thinks very highly of himself."  
—Barret Wallace

R 0347 FFVII  
F.C. • EN • ANDREA UGRAI

FFO SQUARE ENIX  
TM & © 2025 Wizards of the Coast

# Key to the City

2



## Artifact



♦, Discard a card: Up to one target creature can't be blocked this turn.

Whenever this artifact becomes untapped, you may pay 2. If you do, draw a card.

"Oh dear . . . We're really in trouble this time . . ."  
—The Impresario, opera house manager

R 0348 FFVI  
F.C. • EN • ELIZABETH PEIRÓ

FFO SQUARE ENIX  
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# Lightning Greaves

2



## Artifact — Equipment



Equipped creature has haste and shroud. (It can't be the target of spells or abilities.)

Equip 0 (0: Attach to target creature you control. Equip only as a sorcery.)

"Gotta step it up!"  
—Tifa Lockhart

U 0349 FFVII  
F.C. • EN • LUISA I. PREISSLER

FFO SQUARE ENIX  
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# Mask of Memory

2



## Artifact — Equipment



Whenever equipped creature deals combat damage to a player, you may draw two cards. If you do, discard a card.

Equip 1 (1: Attach to target creature you control. Equip only as a sorcery.)

U 0350 FFVII  
F.C. • EN • ALLEN MORRIS

FFO SQUARE ENIX  
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# Meteor Golem

7



## Artifact Creature — Golem



When this creature enters, destroy target nonland permanent an opponent controls.

A mechanical monster equipped with a massive arsenal of weapons and attacks, including its signature Wave Cannon.

U 0351 FFVI  
F.C. • EN • NARENDRA BINTARA ADI

FFO SQUARE ENIX  
TM & © 2025 Wizards of the Coast

# Millikin

2



## Artifact Creature — Construct



♦, Mill a card: Add ♦. (To mill a card, put the top card of your library into your graveyard.)

A machine that dazes and confuses its enemies with bewildering signals.

U 0352 FFVI  
F.C. • EN • ANTHONY DEVINE

FFO SQUARE ENIX  
TM & © 2025 Wizards of the Coast



# Mind Stone

2



## Artifact

1

☞: Add ♦.

1, ☞, Sacrifice this artifact: Draw a card.

*A relic that greatly enhances the magical power of its wielder.*

U 0353 FFVII  
FIC • EN MADELINE BONI

FFO SQUARE ENIX  
TM & © 2025 Wizards of the Coast

# Relic of Legends

3



## Artifact

1

☞: Add one mana of any color.

Tap an untapped legendary creature you control: Add one mana of any color.

*"A smile better suits a hero."  
—Haurchefant Greystone*

U 0354 FFVII  
FIC • EN RUSSELL LU

FFO SQUARE ENIX  
TM & © 2025 Wizards of the Coast

# Skullclamp

1



## Artifact — Equipment

1

Equipped creature gets +1/-1.

Whenever equipped creature dies, draw two cards.

Equip 1 (1: Attach to target creature you control. Equip only as a sorcery.)

*"My mother's name is Jenova . . . 'The Jenova Project' . . . is this just a coincidence?"  
—Sephiroth*

U 0355 FFVII  
FIC • EN JOSEPHINE CHANG

FFO SQUARE ENIX  
TM & © 2025 Wizards of the Coast

# Sol Ring

1



## Artifact

1

☞: Add ♦♦.

*"Magicite is an esper's power in its purest form. When an esper dies, magicite is all that's left behind . . ."  
—Ramuh*

U 0356 FFVII  
FIC • EN ANDREA TENTORI MONTALTO

FFO SQUARE ENIX  
TM & © 2025 Wizards of the Coast

# Sol Ring

1



## Artifact

1

☞: Add ♦♦.

*"Naturally formed materia. And look at the size of it. Astounding. For the mako energy to condense into something like this, it must have taken an eternity."  
—Sephiroth*

U 0357 FFVII  
FIC • EN KEVIN GLINT

FFO SQUARE ENIX  
TM & © 2025 Wizards of the Coast

# Sol Ring

1



## Artifact

1

☞: Add ♦♦.

*"Memories are nice, but that's all they are."  
—Rikku*

U 0358 FFX  
FIC • EN GRACE ZHU

FFO SQUARE ENIX  
TM & © 2025 Wizards of the Coast

# Sol Ring

1



## Artifact

1

☞: Add ♦♦.

*It is said that aetheryte is the solid manifestation of the planet's lifeblood, aether, and that by touching it, the aether which makes up our bodies resonates with that contained in the crystal.*

U 0359 FFVII  
FIC • EN PIOTR DURA

FFO SQUARE ENIX  
TM & © 2025 Wizards of the Coast

# Solemn Simulacrum

4



## Artifact Creature — Golem

1

When this creature enters, you may search your library for a basic land card, put that card onto the battlefield tapped, then shuffle.

When this creature dies, you may draw a card.

2/2

R 0360 FFVII  
FIC • EN KEVIN GLINT

FFO SQUARE ENIX  
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# Swiftfoot Boots

2



## Artifact — Equipment

1

Equipped creature has hexproof and haste.

Equip 1 (1: Attach to target creature you control. Equip only as a sorcery.)

*"You can gain all kinds of abilities by equipping relics."  
—South Figaro merchant*

U 0361 FFVII  
FIC • EN DANIEL LANDERMAN

FFO SQUARE ENIX  
TM & © 2025 Wizards of the Coast



# Sword of the Animist

2



## Legendary Artifact — Equipment

Equipped creature gets +1/+1.  
Whenever equipped creature attacks, you may search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

Equip 2

*"Don't fight here! You'll ruin the flowers!"*

R 0362 FFVII  
FIC • EN • LEONARDO SANTANNA

FFC SQUARE ENIX  
TM & © 2025 Wizards of the Coast

# Talisman of Conviction

2



## Artifact

☞: Add ♦.  
☞: Add ♠ or ♣. This artifact deals 1 damage to you.

*"He's alive . . . Locke's alive!"*  
—Celes Chere

U 0363 FFVI  
FIC • EN • ANDREA UGRAI

FFC SQUARE ENIX  
TM & © 2025 Wizards of the Coast

# Talisman of Dominance

2



## Artifact

☞: Add ♦.  
☞: Add ♠ or ♣. This artifact deals 1 damage to you.

*"The Ascian used me, as he used so many others—all to further the restoration of his wretched god."*  
—Gaius Baelsar

U 0364 FFIXIV  
FIC • EN • TONI INFANTE

FFC SQUARE ENIX  
TM & © 2025 Wizards of the Coast

# Talisman of Hierarchy

2



## Artifact

☞: Add ♦.  
☞: Add ♠ or ♣. This artifact deals 1 damage to you.

*"A red mage's spells belong to two distinct schools, rooted as they are in the ancient disciplines of black and white magic."*

U 0365 FFIXIV  
FIC • EN • MADELINE BONI

FFC SQUARE ENIX  
TM & © 2025 Wizards of the Coast

# Talisman of Indulgence

2



## Artifact

☞: Add ♦.  
☞: Add ♠ or ♣. This artifact deals 1 damage to you.

*"Hee-hee-hee! You're not getting away from me!"*

U 0366 FFVI  
FIC • EN • KEVIN SIDHARTA

FFC SQUARE ENIX  
TM & © 2025 Wizards of the Coast

# Talisman of Progress

2



## Artifact

☞: Add ♦.  
☞: Add ♠ or ♣. This artifact deals 1 damage to you.

*"Master Louisoix . . . I understand now . . . the choice you made . . . In death . . . there is life . . ."*  
—Moenbryda Wilfsunnwyn

U 0367 FFIXIV  
FIC • EN • BRUNO BIAZZOTTO

FFC SQUARE ENIX  
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# Thought Vessel

2



## Artifact

You have no maximum hand size.  
☞: Add ♦.

*Initiating . . . Performing diagnostics . . . Diagnostics complete. To proceed, please agree to the terms and conditions of use.*

C 0368 FFIXIV  
FIC • EN • DANIEL CORREIA

FFC SQUARE ENIX  
TM & © 2025 Wizards of the Coast

# Tome of Legends

2



## Artifact

This artifact enters with a page counter on it.  
Whenever your commander enters or attacks, put a page counter on this artifact.  
1, ☞, Remove a page counter from this artifact: Draw a card.

R 0369 FFIXIV  
FIC • EN • SMIRTOUILLE

FFC SQUARE ENIX  
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# Trailblazer's Boots

2



## Artifact — Equipment

Equipped creature has nonbasic landwalk. (It can't be blocked as long as defending player controls a nonbasic land.)  
Equip 2 (2: Attach to target creature you control. Equip only as a sorcery.)

*"The gate to tomorrow is not the light of heaven, but the darkness of the depths of the earth."*  
—Vincent Valentine

U 0370 FFVII  
FIC • EN • RACRUTI

FFC SQUARE ENIX  
TM & © 2025 Wizards of the Coast



## Walking Ballista

X X



## Artifact Creature — Construct



This creature enters with X +1/+1 counters on it.

4: Put a +1/+1 counter on this creature.

Remove a +1/+1 counter from this creature: It deals 1 damage to any target.

0/0

R 0371 FFX  
FIC • EN 北熊/HOKUYUFFC SQUARE ENIX  
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## Wayfarer's Bauble

1



## Artifact



2, ♣, Sacrifice this artifact: Search your library for a basic land card, put that card onto the battlefield tapped, then shuffle.

"Treasure, treasure!"

C 0372 FFVI  
FIC • EN ELIZABETH PEIRÓFFC SQUARE ENIX  
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## Arcane Sanctum



## Land



This land enters tapped.

♣: Add \*, ♠, or ♣.

"None of us were prepared for the spectacle that awaited us when we first stepped into the tower. To be surrounded by the marvels of a lost age took our breath away."  
—Ironworks datalog 2.5

U 0373 FFXIV  
FIC • EN CONSTANTIN MARINFFC SQUARE ENIX  
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## Ash Barrens



## Land



♣: Add ♦.

Basic landcycling 1 (1, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.)

There's a legend that tells of an ancient battle between the esper Odin and a powerful magus... It took place in the great hall of a castle.

C 0374 FFVI  
FIC • EN SAM BURLEYFFC SQUARE ENIX  
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## Battlefield Forge



## Land



♣: Add ♦.

♣: Add ♠ or \*. This land deals 1 damage to you.

"Welcome to the new world order."  
—Rufus Shinra

R 0375 FFVII  
FIC • EN MARC SIMONETTIFFC SQUARE ENIX  
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## Bonders' Enclave



## Land



♣: Add ♦.

3, ♣: Draw a card. Activate only if you control a creature with power 4 or greater.

"With things the way they are now, how 'bout raising a chocobo?"  
—Chocobo Bill

R 0376 FFVII  
FIC • EN 聖愛/NURIKABEFFC SQUARE ENIX  
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## Brushland



## Land



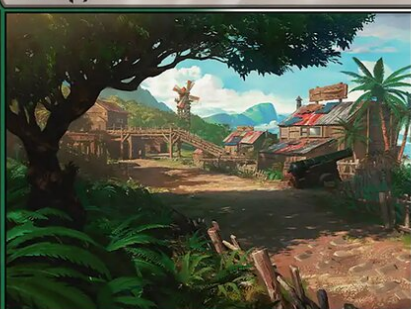
♣: Add ♦.

♣: Add ♠ or \*. This land deals 1 damage to you.

"When Sin is defeated here, the Calm will visit Spira once more. That's why this place is now known as the Calm Lands."  
—Scholar Maechen

R 0377 FFX  
FIC • EN RANDY GALLEGOSFFC SQUARE ENIX  
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## Canopy Vista



## Land — Forest Plains



(♣: Add ♠ or \*.)

This land enters tapped unless you control two or more basic lands.

"This here's Mideel. It's a quiet little hot springs town. Just the perfect place for old folks like us to live out our lives."  
—Mideel resident

R 0378 FFVII  
FIC • EN SALVATORRE ZEE YAZZIEFFC SQUARE ENIX  
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## Choked Estuary



## Land



As this land enters, you may reveal an Island or Swamp card from your hand. If you don't, this land enters tapped.

♣: Add ♠ or ♣.

"The imperials have not gained any ground since our last battle, but neither have we."  
—Ala Mhigan resistance fighter

R 0379 FFXIV  
FIC • EN JEREMY PAILOTTINFFC SQUARE ENIX  
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## Cinder Glade



Land — Mountain Forest

(**C**: Add **♠** or **♣**.)

This land enters tapped unless you control two or more basic lands.

*"After we lost the war, we got peace, but with that, we lost something else. Now look at Wutai . . ."*  
—Yuffie Kisaragi

R 0380 FFVII  
FIC • EN JONAS DE RO

FFO SQUARE ENIX  
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## Clifftop Retreat



Land

This land enters tapped unless you control a Mountain or a Plains.

**C**: Add **♠** or **\***.

*"Our mission is to survey a run-down reactor."*  
—Sephiroth

R 0381 FFVII  
FIC • EN EDDIE MENDOZA

FFO SQUARE ENIX  
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## Command Tower



Land

**C**: Add one mana of any color in your commander's color identity.

*To dizzying heights it rises, the gleaming spire, its tip threatening to pierce the blinding canopy. There it will all begin anew. Between Dark and Light, the pure and the corrupt—the one true struggle.*

C 0382 FFIV  
FIC • EN ALAYNA DANNER

FFO SQUARE ENIX  
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## Contaminated Aquifer



Land — Island Swamp

(**C**: Add **♠** or **♣**.)

This land enters tapped.

*"With Gunnhildr's Blades and the Warrior of Light leading the charge, it is only a matter of time before Castrum Lacus Litore is ours."*  
—Bajsaljen Ul'gash

L 0383 FFIX  
FIC • EN JEREMY PAILLOTIN

FFO SQUARE ENIX  
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## Darkwater Catacombs



Land

1, **C**: Add **♠** **♣**.

*Thought to have been built by the Nymian civilization, which thrived in the area some fifteen centuries ago, the palace appears to have been dedicated to their patron deity, Oschon, the Wanderer.*

R 0384 FFIX  
FIC • EN JEREMY PAILLOTIN

FFO SQUARE ENIX  
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## Demolition Field



Land

**C**: Add **♠**.

2, **C**, Sacrifice this land: Destroy target nonbasic land an opponent controls. That land's controller may search their library for a basic land card, put it onto the battlefield, then shuffle. You may search your library for a basic land card, put it onto the battlefield, then shuffle.

U 0385 FFIX  
FIC • EN DAVID FRASHESKI

FFO SQUARE ENIX  
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## Desolate Mire



Land

1, **C**: Add **\*** **♣**.

*"To the south of here lies the Veldt. 'Tis a wild and dangerous land, inhabited by all manner of ferocious beasts . . ."*  
—Cyan Garamonde

R 0386 FFVI  
FIC • EN IIRISTO D. CHUKOV

FFO SQUARE ENIX  
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## Dragonskull Summit



Land

This land enters tapped unless you control a Swamp or a Mountain.

**C**: Add **♠** or **♣**.

*Eight dragons seal away its awesome might; the might of the one called "Crusader." And when the eight shall fall, the one again shall rise.*

R 0387 FFVI  
FIC • EN WEI GUAN

FFO SQUARE ENIX  
TM & © 2025 Wizards of the Coast

## Drowned Catacomb



Land

This land enters tapped unless you control an Island or a Swamp.

**C**: Add **♠** or **♣**.

*"The maze that surrounds the base of the tower is known as the 'Labyrinth of the Ancients.'"*  
—G'raha Tia

R 0388 FFIX  
FIC • EN CONSTANTIN MARIN

FFO SQUARE ENIX  
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### Evolving Wilds



Land

☞, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

*"Both the Crusaders and the Al Bhed truly wish peace for Spira. This Operation Mi'hen was born from that wish they share."*  
—Seymour Guado

C 0389 FFX  
FIC • EN JEREMY PAILLOTIN

FFX SQUARE ENIX  
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### Exotic Orchard



Land

☞: Add one mana of any color that a land an opponent controls could produce.

*"We have been expecting you, Lady Yuna. Welcome to Guadosalam."*  
—Tromell, Seymour's butler

R 0390 FFX  
FIC • EN DAVID FRASHERSKI

FFX SQUARE ENIX  
TM & © 2025 Wizards of the Coast

### Fetid Heath



Land

☞: Add ♦.  
♣, ☞: Add ♣♣, ♣♠, or ♠♠.

*"Nowhere . . . to . . . run . . . Nowhere . . . to . . . hide . . . No escape . . . for . . . you . . ."*  
—Ghosts on the Phantom Train

R 0391 FFVII  
FIC • EN ALLEN MORRIS

FFX SQUARE ENIX  
TM & © 2025 Wizards of the Coast

### Fire-Lit Thicket



Land

☞: Add ♦.  
♣, ☞: Add ♠♠, ♠♣, or ♣♣.

*"Welcome to Wall Market, the pleasure capital of Midgar that's got everything for everybody!"*  
—Wall Market barker

R 0392 FFVII  
FIC • EN JONAS DE RO

FFX SQUARE ENIX  
TM & © 2025 Wizards of the Coast

### Flooded Grove



Land

☞: Add ♦.  
♣, ☞: Add ♣♣, ♣♠, or ♠♠.

*"This is what spheres are made of. It absorbs and preserves people's memories."*  
—Auron

R 0393 FFX  
FIC • EN ALDO DOMINGUEZ

FFX SQUARE ENIX  
TM & © 2025 Wizards of the Coast

### Foreboding Ruins



Land

As this land enters, you may reveal a Swamp or Mountain card from your hand. If you don't, this land enters tapped.

☞: Add ♠ or ♣.

*"They were storing an awful lot of flame rods in there . . ."*  
—Thamasa elder

R 0394 FFVII  
FIC • EN GAL OR

FFX SQUARE ENIX  
TM & © 2025 Wizards of the Coast

### Forge of Heroes



Land

☞: Add ♦.  
☞: Choose target commander that entered this turn. Put a +1/+1 counter on it if it's a creature and a loyalty counter on it if it's a planeswalker.

C 0395 FFX  
FIC • EN 四季まこと/MAKOTO SHIKI

FFX SQUARE ENIX  
TM & © 2025 Wizards of the Coast

### Fortified Village



Land

As this land enters, you may reveal a Forest or Plains card from your hand. If you don't, this land enters tapped.

☞: Add ♠ or ♣.

*"We've been fighting Shinra on this battlefield for a long time. We've settled in for a long war."*  
—Fort Condor villager

R 0396 FFVII  
FIC • EN WEI GUAN

FFX SQUARE ENIX  
TM & © 2025 Wizards of the Coast

### Furycalm Snarl



Land

As this land enters, you may reveal a Mountain or Plains card from your hand. If you don't, this land enters tapped.

☞: Add ♠ or ♣.

*"It sure helped having Cid here. I had no idea he could drive a train . . ."*  
—Red XIII

R 0397 FFVII  
FIC • EN ERIKAS PERL

FFX SQUARE ENIX  
TM & © 2025 Wizards of the Coast



### Game Trail



#### Land

As this land enters, you may reveal a Mountain or Forest card from your hand. If you don't, this land enters tapped.

☞: Add ♠ or ♣.

*Many attractions await you here at the Gold Saucer. You will be moved and excited, thrilled and terrified!*

R 0398 FFVII  
FIC • EN JONAS DE RO

FFC SQUARE ENIX  
TM & © 2025 Wizards of the Coast

### Geothermal Bog



#### Land — Swamp Mountain

(☞: Add ♠ or ♣.)

This land enters tapped.

*"Legend has it that the Phoenix turned itself to stone ages ago . . . It seems the story was true."*  
—Locke Cole

L 0399 FFVII  
FIC • EN JONAS DE RO

FFC SQUARE ENIX  
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### Glacial Fortress



#### Land

This land enters tapped unless you control a Plains or an Island.

☞: Add ♠ or ♣.

*For as long as their nation has warred with Dravania, there have been Ishgardians who instead chose to ally themselves with the dragons. Shiva is said to have been among the first, hence why the heretics revere her as a saint.*

R 0400 FFXIV  
FIC • EN WEI GUAN

FFC SQUARE ENIX  
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### Graven Cairns



#### Land

☞: Add ♦.

☞, ☞: Add ♠♠, ♠♣, or ♣♣.

*"At times we were friendly rivals, and at times we were simply friends. We'd always talk about our dreams . . . Like which of us would be first to sail beyond the sky to the stars."*  
—Setzer Gabbiani

R 0401 FFVII  
FIC • EN HENRY WONG

FFC SQUARE ENIX  
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### High Market



#### Land

☞: Add ♦.

☞, Sacrifice a creature: You gain 1 life.

*"Pretty impressive that a kid like me can run a business, don't ya think? You should buy something to encourage me!"*  
—Nikeah boy

R 0402 FFVII  
FIC • EN ROCKEY CHEN

FFC SQUARE ENIX  
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### Hinterland Harbor



#### Land

This land enters tapped unless you control a Forest or an Island.

☞: Add ♠ or ♣.

*"The entire river glows, like a sea of stars."*  
—Lulu

R 0403 FFX  
FIC • EN RYTIS SABALIAUSKAS

FFC SQUARE ENIX  
TM & © 2025 Wizards of the Coast

### Idyllic Beachfront



#### Land — Plains Island

(☞: Add ♠ or ♣.)

This land enters tapped.

*"This is where I was born. I started blitz when I was five. I joined the Aurochs at thirteen . . . ten years ago. Ten years . . . and we never won a game."*  
—Wakka

L 0404 FFX  
FIC • EN DAVID ASTRUGA

FFC SQUARE ENIX  
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### Isolated Chapel



#### Land

This land enters tapped unless you control a Plains or a Swamp.

☞: Add ♠ or ♣.

*This is the Sealed Gate . . . Beyond there is the esper world.*

R 0405 FFVII  
FIC • EN HENRY WONG

FFC SQUARE ENIX  
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### Jungle Shrine



#### Land

This land enters tapped.

☞: Add ♠, ♣, or ♠.

*"This is . . . the Temple of the Ancients. I know . . . I feel it. The knowledge of the Ancients . . ."*  
—Aerith Gainsborough

U 0406 FFVII  
FIC • EN EDDIE MENDOZA

FFC SQUARE ENIX  
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### Mossfire Valley



Land

1, ♣: Add ♣♣.

*"Look at this rusted rocket. I was supposed to be the first man in space with this. Everyday, it tilts a little bit more."*  
—Cid Highwind

R 0407 FFVII  
FIC • EN • EDDIE MENDOZA

FFC SQUARE ENIX  
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### Nesting Grounds



Land

♣: Add ♦.

1, ♣: Move a counter from target permanent you control onto a second target permanent. Activate only as a sorcery.

*A butterfly will lead the way to secret things.*

U 0408 FFX  
FIC • EN • CRAIG ELLIOTT

FFC SQUARE ENIX  
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### Nomad Outpost



Land

This land enters tapped.

♣: Add ♣, \*, or ♠.

*"The Empire is snuffing out Returners wherever it finds them. We must find a way to strike back before it's too late..."*  
—Returner soldier

U 0409 FFVI  
FIC • EN • PABLO MENDOZA

FFC SQUARE ENIX  
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### Overflowing Basin



Land

1, ♣: Add ♣♣.

*"They say that clouds of pyreflies gather here when night falls."*  
—Yuna

R 0410 FFX  
FIC • EN • ALEXANDRE HONORE

FFC SQUARE ENIX  
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### Path of Ancestry



Land

This land enters tapped.

♣: Add one mana of any color in your commander's color identity. When that mana is spent to cast a creature spell that shares a creature type with your commander, scry 1. (Look at the top card of your library. You may put that card on the bottom.)

C 0411 FFVII  
FIC • EN • GAL OR

FFC SQUARE ENIX  
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### Port Town



Land

As this land enters, you may reveal a Plains or Island card from your hand. If you don't, this land enters tapped.

♣: Add \* or ♣.

*"The excitement here has reached a fever pitch as the opening ceremony gets under way!"*  
—Blitzball announcer

R 0412 FFX  
FIC • EN • ENORA MERCIER

FFC SQUARE ENIX  
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### Prairie Stream



Land — Plains Island

(♣: Add \* or ♣.)

This land enters tapped unless you control two or more basic lands.

*"Hydatos, a reference to its watery disposition. This will be the last corner of the island that the expedition will need to contend with."*  
—Eureka expedition ferryman

R 0413 FFXIV  
FIC • EN • ALAYNA DANNER

FFC SQUARE ENIX  
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### Radiant Grove



Land — Forest Plains

(♣: Add ♣ or \*.)

This land enters tapped.

*"You're not really going to see the dead, more like your memories of them. They take on the form of the dead person—an illusion, nothing else."*  
—Rikku

L 0414 FFX  
FIC • EN • FARIDA KHAMSEH

FFC SQUARE ENIX  
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### Rogue's Passage



Land

♣: Add ♦.

4, ♣: Target creature can't be blocked this turn.

*"Make your way out of town through the mines! I'll try to buy you some time."*  
—Old man from Narshe

U 0415 FFVI  
FIC • EN • SHAHAH ALIZADEH

FFC SQUARE ENIX  
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### Rootbound Crag



Land

This land enters tapped unless you control a Mountain or a Forest.

☞: Add ⚡ or 🌲.

*"Did Sephiroth . . . do this?"*  
—Cloud Strife

R 0416 FFVII  
FIC • EN KEVIN GLINT

FFO SQUARE ENIX  
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### Rugged Prairie



Land

☞: Add ♦.  
⚡, ☞: Add ⚡, ⚡\*, or ♦♦.

*"Corel sure has gone to pot. It used to be a famous coal mining town! Now, it's nothing but a miserable pit! Me, my bulldozer . . . everything's out of work."*  
—Corel resident

R 0417 FFVII  
FIC • EN PABLO MENDOZA

FFO SQUARE ENIX  
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### Sacred Peaks



Land — Mountain Plains

(☞: Add ⚡ or ♦.)

This land enters tapped.

*"So this is the power of the Warring Triad! With this and my magicite . . . the world will be mine to command!"*  
—Emperor Gestahl

L 0418 FFVI  
FIC • EN JESU SOLANO

FFO SQUARE ENIX  
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### Scavenger Grounds



Land — Desert

☞: Add ♦.  
2, ☞, Sacrifice a Desert: Exile all graveyards.

*"The Burn"—once a verdant region teeming with flora and fauna, repeated summonings saw it bled of aether and reduced to a barren desert.*

R 0419 FFXIV  
FIC • EN SALVATORRE ZEE YAZZIE

FFO SQUARE ENIX  
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### Seaside Citadel



Land

This land enters tapped.

☞: Add ♣, \*, or ♠.

*"I lived in the city of Bevelle until ten years ago. It's the biggest city in Spira! The main temple of Yevon is there."*  
—Yuna

U 0420 FFX  
FIC • EN IIRISTO D. CHUKOV

FFO SQUARE ENIX  
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### Shadowblood Ridge



Land

1, ☞: Add ♣♠.

*"The time has come for us to claim our rightful dominion over the world!"*  
—Emperor Gestahl

R 0421 FFVI  
FIC • EN RAMZA PSYRU

FFO SQUARE ENIX  
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### Shineshadow Snarl



Land

As this land enters, you may reveal a Plains or Swamp card from your hand. If you don't, this land enters tapped.

☞: Add \* or ♣.

*Reports of bloody carnage have reached the Crystarium, and the guard has deployed in force in answer to Holminster's plea for aid.*

R 0422 FFXIV  
FIC • EN PIOTR DURA

FFO SQUARE ENIX  
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### Skycloud Expanse



Land

1, ☞: Add \*♠.

*"Deep within the Sea of Clouds, beyond treacherous winds and swirling rock, lies a land like no other. Isles—nay, pristine jewels—clustered about a massive floating crystal."*  
—Diadem mission commander

R 0423 FFXIV  
FIC • EN DAVID FRASHESKI

FFO SQUARE ENIX  
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### Slayers' Stronghold



Land

☞: Add ♦.

⚡\*, ☞: Target creature gets +2/+0 and gains vigilance and haste until end of turn.

*"Today the No. 1 Reactor was bombed. The terrorist group Avalanche has claimed responsibility for the bombing."*  
—President Shinra

R 0424 FFVII  
FIC • EN RANDY GALLEGOS

FFO SQUARE ENIX  
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### Smoldering Marsh



Land — Swamp Mountain

(: Add or .)

This land enters tapped unless you control two or more basic lands.

*In order to reach the Sealed Gate and enter the land of the espers, one must brave a volcanic dungeon, fraught with vile monsters.*

R 0425 FFVII  
FIC • EN GAL OR

FFO SQUARE ENIX  
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### Spire of Industry



Land

: Add .

Pay 1 life: Add one mana of any color. Activate only if you control an artifact.

*"A shining monument to corporate greed. One of these days I'm gonna tear it down and burn the rubble."*  
—Barret Wallace

R 0426 FFVII  
FIC • EN LE VUONG

FFO SQUARE ENIX  
TM & © 2025 Wizards of the Coast

### Sulfurous Springs



Land

: Add .

: Add or . This land deals 1 damage to you.

*The legendary treasure sleeps where the mountains form a star.*

R 0427 FFVII  
FIC • EN HENRY WONG

FFO SQUARE ENIX  
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### Sungrass Prairie



Land

1, : Add \*.

*"Thinking of crossing the marshes? Hmm, then it'll probably be safer for you to get a chocobo."*  
—Chocobo Bill

R 0428 FFVII  
FIC • EN LEON TUKKER

FFO SQUARE ENIX  
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### Sunken Hollow



Land — Island Swamp

(: Add or .)

This land enters tapped unless you control two or more basic lands.

*Haunting the depths of what is now Loch Seld, Skalla's silent walls lure adventurers into the salt-laden waters with the promise of mysteries unsolved and treasures unclaimed.*

R 0429 FFVII  
FIC • EN CONSTANTIN MARIN

FFO SQUARE ENIX  
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### Sunken Ruins



Land

: Add .

: Add , , , or .

*"Look closely. Emet-Selch has not simply reclaimed these ruins . . . he has layered the semblance of an entire city upon them."*  
—Y'shtola Rhul

R 0430 FFVII  
FIC • EN SHAHAB ALIZADEH

FFO SQUARE ENIX  
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### Sunlit Marsh



Land — Plains Swamp

(: Add or .)

This land enters tapped.

*"Ah, our guests have arrived!"*  
—Aenc Thon, Lord of the Lingering Gaze

L 0431 FFVII  
FIC • EN SHAHAB ALIZADEH

FFO SQUARE ENIX  
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### Sunpetal Grove



Land

This land enters tapped unless you control a Forest or a Plains.

: Add or .

*"I wish I could live in a place like this. Peaceful . . . living with a smile on my face every day."*  
—Yuna

R 0432 FFVII  
FIC • EN VAIGINTAS PAKENIS

FFO SQUARE ENIX  
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### Sunscorched Divide



Land

1, : Add \*.

*"You there! We're about to storm the castle. The two of you will join the assault squad. Get moving!"*  
—Imperial soldier

R 0433 FFVII  
FIC • EN PABLO MENDOZA

FFO SQUARE ENIX  
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### Tangled Islet



Land — Forest Island

(**C**: Add ♣ or ♠.)

This land enters tapped.

*"Are you heading for Kilika Temple? Then just follow this trail. There are poisonous fiends in the forest. Be on your guard!"*  
—Crusader captain

L 0434 FFX  
FIC • EN ANDREW THEOPHILOPOULOS

FFO SQUARE ENIX  
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### Temple of Enlightenment



Land

This land enters tapped.

When this land enters, scry 1.

**C**: Add \* or ♠.

*"First down the Moonflow to the Guado city of Guadosalam . . . then we cross the Thunder Plains to the temple of Macalania."*  
—Lulu

R 0435 FFX  
FIC • EN SAM BURLEY

FFO SQUARE ENIX  
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### Temple of Mystery



Land

This land enters tapped.

When this land enters, scry 1.

**C**: Add ♣ or ♠.

*Remiem Temple. Once a great religious center in the Calm Lands, lost after the battle with Sin.*

R 0436 FFX  
FIC • EN SAM BURLEY

FFO SQUARE ENIX  
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### Temple of Plenty



Land

This land enters tapped.

When this land enters, scry 1.

**C**: Add ♣ or \*.

*Kilika Temple is the temple of fire. Even the Cloister of Trials is engulfed in flames. Those who disobey the precepts and enter unsanctioned may forfeit their lives.*

R 0437 FFX  
FIC • EN RACRUIT

FFO SQUARE ENIX  
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### Temple of the False God



Land

**C**: Add ♦♦. Activate only if you control five or more lands.

*"It is better for you to die in hope than to live in despair. Let me be your liberator."*  
—Lady Yunaesca

U 0438 FFX  
FIC • EN CRAIG ELLIOTT

FFO SQUARE ENIX  
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### Underground River



Land

**C**: Add ♦.

**C**: Add ♠ or ♣. This land deals 1 damage to you.

*For years, it was not known how the pirates were able to raid areas so far from the coast, until a local shepherd sighted a band of painted ruffians entering the Sastasha Seagrot . . .*

R 0439 FFXIV  
FIC • EN SHAHAB ALIZADEH

FFO SQUARE ENIX  
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### Vineglimmer Snarl



Land

As this land enters, you may reveal a Forest or Island card from your hand. If you don't, this land enters tapped.

**C**: Add ♣ or ♠.

*"Come, summoner. I will bestow you with my power: the Dark Aeon, Anima."*  
—Seymour's mother

R 0440 FFX  
FIC • EN MAURICIO CALLE

FFO SQUARE ENIX  
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### Wooded Ridgeline



Land — Mountain Forest

(**C**: Add ♠ or ♣.)

This land enters tapped.

*"Monsters instinctively target weaker prey," said Cloud. "Hmm . . . you'd better watch out then," Aerith teased.*

L 0441 FFVII  
FIC • EN IIRISTO D. CHURCOV

FFO SQUARE ENIX  
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### Command Tower



Land

**C**: Add one mana of any color in your commander's color identity.

*"Kefka's practically a god now, sitting up in that tower of his with the power of the Warring Triad at his command . . ."*  
—Albrook citizen

C 0484 FFVI  
FIC • EN ANTHONY DEVINE

FFO SQUARE ENIX  
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## Command Tower



Land

☞: Add one mana of any color in your commander's color identity.

"Thanks to the miracle of mako energy, our lives are richer and better than ever before. Mako keeps our lights on at night, and made Midgar into the city that never sleeps."  
—Shinra guide

C 0485 FFVII  
F.C. • EN • EDUARDO FRANCISCO

FFG SQUARE ENIX  
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## Command Tower



Land

☞: Add one mana of any color in your commander's color identity.

"The city lights go out one by one. The stars fade . . . then the horizon glows, almost like it's on fire. It's really . . . pretty. I know you'd like it."  
—Tidus

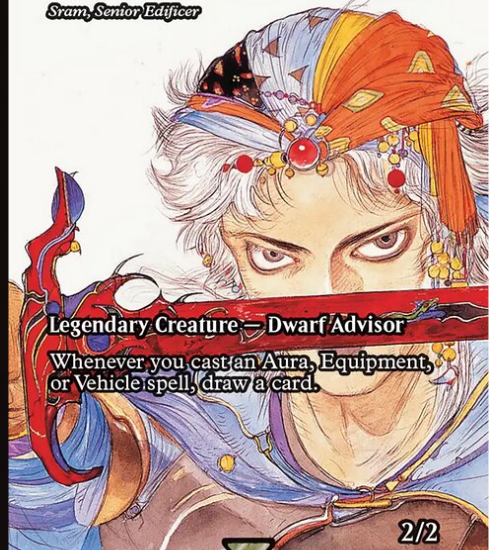
C 0486 FFX  
F.C. • EN • JONAS DE RO

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## Firion, Swordmaster

Stram, Senior Edificer

1\*



Legendary Creature — Dwarf Advisor

Whenever you cast an Aura, Equipment, or Vehicle spell, draw a card.

2/2

R 0003 FFII  
F.C. • EN • 天野嘉孝/YOSHITAKA AMANO

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## 漆黒の甲冑、ゴルベザ

厳格な義、コンラッド卿

3



伝説のクリーチャー — 人間・騎士

これでないクリーチャー1体が死亡するか、クリーチャー・カード1枚が戦場以外から墓地に置かれるか、クリーチャー・カード1枚があなたの墓地を離れるたび、これは各対戦相手にそれぞれ1点のダメージを与える。

①②: 各プレイヤーはそれぞれカード1枚を切削する。

5/4

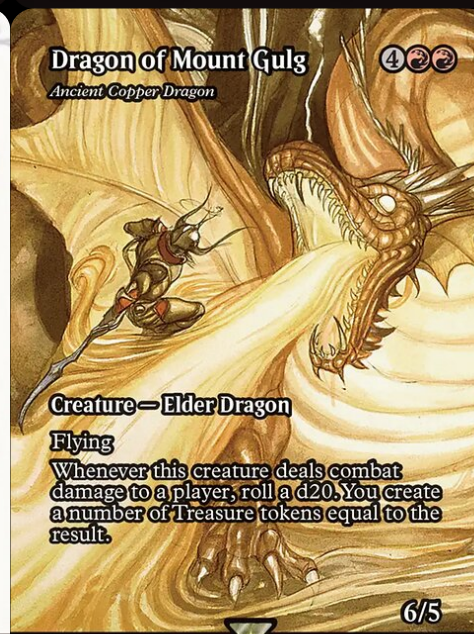
U 0010 FFIV  
F.C. • JP • 天野嘉孝/YOSHITAKA AMANO

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## Dragon of Mount Gulg

Ancient Copper Dragon

4



Creature — Elder Dragon

Flying

Whenever this creature deals combat damage to a player, roll a d20. You create a number of Treasure tokens equal to the result.

6/5

M 0012 FFII  
F.C. • EN • 天野嘉孝/YOSHITAKA AMANO

FFG SQUARE ENIX  
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## The Cloudsea Djinn

Nyxbloom Ancient

4



Enchantment Creature — Elemental

Trample

If you tap a permanent for mana, it produces three times as much of that mana instead.

5/5

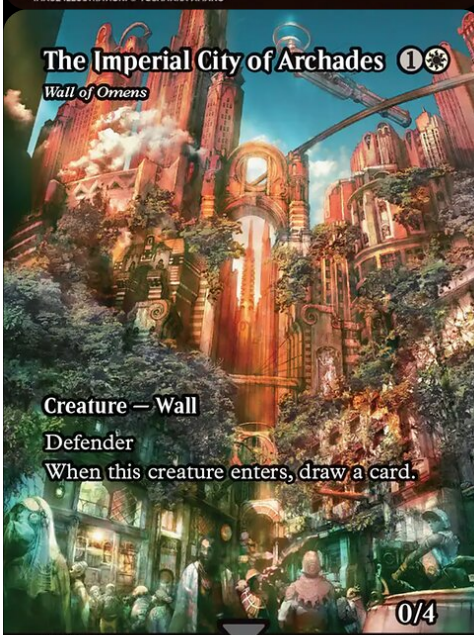
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F.C. • EN • 天野嘉孝/YOSHITAKA AMANO

FFG SQUARE ENIX  
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## The Imperial City of Archades

Wall of Omens

1\*



Creature — Wall

Defender

When this creature enters, draw a card.

0/4

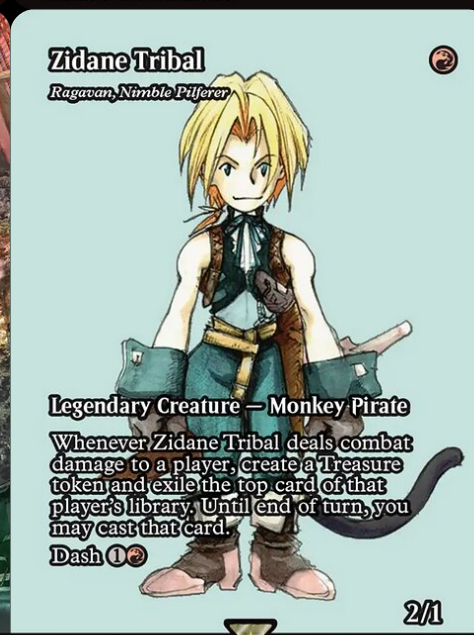
U 0027 FFXII  
F.C. • EN • 上田科彦/ISAMU KAMIKOKURYO

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## Zidane Tribal

Ragavan, Nimble Pilferer

2



Legendary Creature — Monkey Pirate

Whenever Zidane Tribal deals combat damage to a player, create a Treasure token and exile the top card of that player's library. Until end of turn, you may cast that card.

Dash ①②

2/1

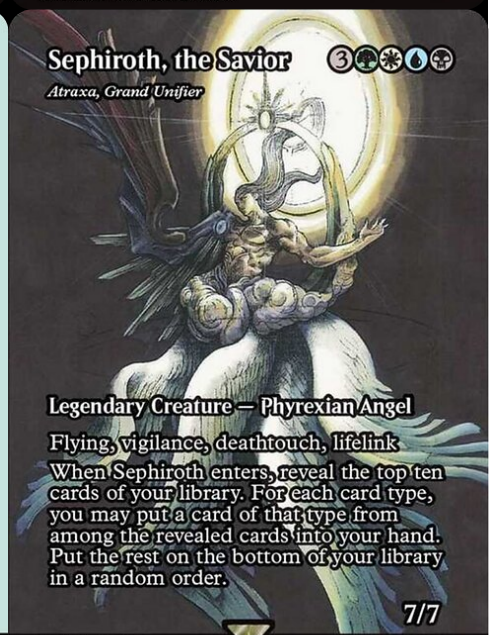
M 0043 FFXIX  
F.C. • EN • 村瀬修功/SHUKO MURASE

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## Sephiroth, the Savior

Atraxa, Grand Unifier

3



Legendary Creature — Phyrexian Angel

Flying, vigilance, death touch, lifelink

When Sephiroth enters, reveal the top ten cards of your library. For each card type, you may put a card of that type from among the revealed cards into your hand. Put the rest on the bottom of your library in a random order.

7/7

M 0049 FFVII  
F.C. • EN • 野村哲也/TETSUYA NOMURA

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**Yuffie Kisaragi**  
*Yuriko, the Tiger's Shadow*

100

**Legendary Creature — Human/Ninja**  
**Commander ninjutsu** 00

Whenever a Ninja you control deals combat damage to a player, reveal the top card of your library and put that card into your hand. Each opponent loses life equal to that card's mana value.

1/3

R 0060 FFXVII  
 FCA • EN 野村哲也/TETSUYA NOMURA

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**COPY**

Token

*This token can be used to represent a copy of something else.*

T 0001 FFXIV  
 FIN • EN JOSEPH WESTON

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**HERO**

Token Creature — Hero

1/1

T 0002 FFXIV  
 FIN • EN JOSEPHINE CHANG

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**HERO**

Token Creature — Hero

1/1

T 0003 FFXIV  
 FIN • EN JOSEPHINE CHANG

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**HERO**

Token Creature — Hero

1/1

T 0004 FFXIV  
 FIN • EN IMMANUELA CROYIUS

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**HERO**

Token Creature — Hero

1/1

T 0005 FFXIV  
 FIN • EN KEVIN GLINT

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**HERO**

Token Creature — Hero

1/1

T 0006 FFXIV  
 FIN • EN NATHANIEL HIMAWAN

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**HERO**

Token Creature — Hero

1/1

T 0007 FFXIV  
 FIN • EN ANNA PODOWORNA

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**HERO**

Token Creature — Hero

1/1

T 0008 FFXIV  
 FIN • EN JOSHUA RAPHAEL

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## HERO



Token Creature — Hero



1/1

T 0009 FFXIV  
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## MOOGLE



Token Creature — Moogle



Lifelink

1/2

T 0011 FFXIV  
FIN • EN IGNATIUS BUDIFFG SQUARE ENIX  
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## WIZARD



Token Creature — Wizard



Whenever you cast a noncreature spell, this token deals 1 damage to each opponent.

0/1

T 0014 FFXIV  
FIN • EN IGNATIUS BUDIFFG SQUARE ENIX  
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## WIZARD



Token Creature — Wizard



Whenever you cast a noncreature spell, this token deals 1 damage to each opponent.

0/1

T 0015 FFXIV  
FIN • EN RAMZA PSYRUFFG SQUARE ENIX  
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## ANGELO



Token Legendary Creature — Dog



1/1

T 0019 FFXVIII  
FIN • EN YUMI YOSHIDAFFG SQUARE ENIX  
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## FOOD



Token Artifact — Food



2, ♠, Sacrifice this token: You gain 3 life.

T 0022 FFXIV  
FIN • EN DAVID ASTRUGAFFG SQUARE ENIX  
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## TREASURE



Token Artifact — Treasure



♠, Sacrifice this token: Add one mana of any color.

T 0023 FFI  
FIN • EN LEONARDO SANTANNAFFG SQUARE ENIX  
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## COPY



Token

*This token can be used to represent a copy of something else.*T 0025 FFXIV  
FIN • EN JOSEPH WESTONFFG SQUARE ENIX  
™ & © 2023 Wizards of the Coast

## HERO



Token Creature — Hero



1/1

T 0026 FFXIV  
FIN • EN JOSEPHINE CHANGFFG SQUARE ENIX  
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HERO



Token Creature — Hero



1/1

T 0027 FFXIV  
FIN \* EN JOSEPHINE CHANGFFX SQUARE ENIX  
™ & © 2023 Wizards of the Coast

HERO



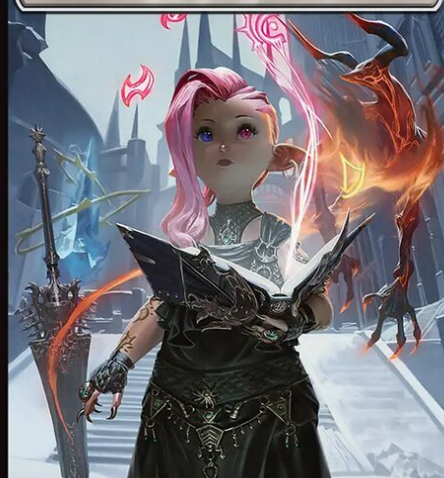
Token Creature — Hero



1/1

T 0028 FFXIV  
FIN \* EN IMMANUELA CROYIUSFFX SQUARE ENIX  
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HERO



Token Creature — Hero



1/1

T 0029 FFXIV  
FIN \* EN KEVIN GLINTFFX SQUARE ENIX  
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HERO



Token Creature — Hero



1/1

T 0030 FFXIV  
FIN \* EN NATHANIEL HIMAWANFFX SQUARE ENIX  
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HERO



Token Creature — Hero



1/1

T 0031 FFXIV  
FIN \* EN ANNA PODEWORMAFFX SQUARE ENIX  
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HERO



Token Creature — Hero



1/1

T 0032 FFXIV  
FIN \* EN JOSHUA RAPHAELFFX SQUARE ENIX  
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HERO



Token Creature — Hero



1/1

T 0033 FFXIV  
FIN \* EN SOLANFFX SQUARE ENIX  
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MOOGLE



Token Creature — Moogle



Lifelink

1/2

T 0034 FFXIV  
FIN \* EN IGNATIUS BUDIFFX SQUARE ENIX  
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WIZARD



Token Creature — Wizard



Whenever you cast a noncreature spell, this token deals 1 damage to each opponent.

0/1

T 0035 FFXIV  
FIN \* EN RAMZA PSYRUFFX SQUARE ENIX  
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## TREASURE



Token Artifact — Treasure



☞, Sacrifice this token: Add one mana of any color.

T 0036 FFI  
FIN \* EN LEONARDO SANTANNA

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